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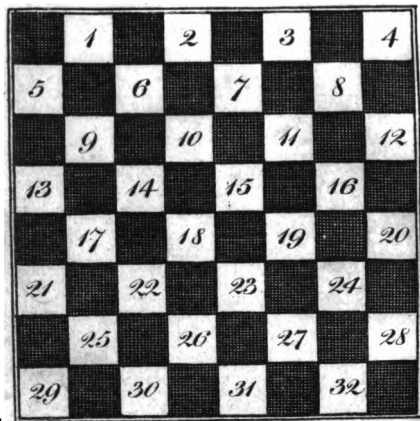






J. C. Dwight.

# Draughts Board.



# HOYLE'S GAMES

*Hoyle, Edmund.*  
IMPROVED.

CONTAINING

## PRACTICAL TREATISES

ON

WHIST,  
QUADRILLE,  
PIQUET,  
QUINZE,  
VINGT-UN,  
LANSQUENET,  
PHARO,  
ROUGE ET NOIR,  
CRIBBAGE  
MATRIMONY,  
CASSINO,  
REVERSI,  
PUT,

CONNEXIONS,  
ALL FOURS,  
SPECULATION,  
PAM-LU,  
BRAG,  
BACK-GAMMON,  
DRAUGHTS,  
HAZARD,  
CHESS,  
GOFF or GOLF,  
CRICKET,  
and  
BILLIARDS.

*Carefully revised and corrected from the latest and best  
Authorities.*

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1823.

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# HOYLE'S GAMES,

&c. &c.

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## THE GAME OF WHIST.

**WHIST** is a well known game at cards, which requires great attention and silence: hence the name. It is played by four persons, who cut the cards for partners. The two highest and the two lowest are together, and the partners sit opposite to each other. The person who cuts the lowest card is to deal first. In cutting, the ace is lowest.

Each person has a right to shuffle the cards before the deal; but it is usual for the elder hand only, and the dealer after.

The pack is then cut by the right hand adversary; and the dealer distributes the cards, one by one, to each of the players, beginning with the person who sits on his left hand, till he comes to the last card, which he turns up, being the trump, and leaves on the table till the first trick is played.

The person on the left hand side of the dealer is called the elder hand, and plays first. whoever wins the trick becomes elder hand, and plays again: and so on, till the cards are played out.

The tricks belonging to each party should be turned and collected by the respective partner of whoever wins the first trick.

All above six tricks reckon towards the game.

The ace, king, queen, and knave of trumps, are called honours: and if three of these honours have been played between, or by either of the two partners, they reckon for two points towards the game; and if the four ho-



nours have been played between, or by either of the two partners, they reckon for four points towards the game.

The game consists of ten points.

No one, before his partner has played, may inform him that he has, or has not won the trick; even the attempt to take up a trick, though won before the last partner has played, is deemed very improper.

No intimations of any kind, during the play of the cards, between partners, are to be admitted. The mistake of one party is the game of the other. There is, however, one exception to this rule, which is in case of a revoke. If a person does not follow suit, or trumps a suit, the partner is at liberty to enquire of him, whether he has none of that suit in his hand. This indulgence must have arisen from the severe penalties annexed to revoking, which affects the partners equally; and is now generally admitted.

### TERMS USED IN THE GAME OF WHIST.

**FINESSING**, is the attempt to gain an advantage, thus: if you have the best, and third best card of the suit led, you put on the third best, and run the risk of your adversary's having the second best: if he has it not, which is two to one against him, you then gain a trick.

**FORCING**, is playing the suit of which your partner, or adversary, has not any, and which he must trump, in order to win.

**LONG TRUMP**, means the having one or more trumps in your hand, when all the rest are out.

**LOOSE CARD**, is a card of no value, and consequently, the most proper to throw away.

**POINTS**, Ten of them constitute the game: as many as are gained by tricks or honours, so many points are set up to the score of the game.

**QUART**, is four successive cards in any suit.

**QUART MAJOR**, is a sequence of ace, king, queen, and knave.

**QUINT**, is five successive cards in any suit.

**QUINT-MAJOR**, is a sequence of ace, king, queen, knave, and ten.

**SEE-SAW**, is when each partner trumps a suit, and when they play those suits to each other, for that purpose.

**SCORE**, is the number of points set up. The following is the most approved method of scoring.

1	2	3	4	5	6	7	8	9
				0	0	00	000	0
0	00	000	0000	00	000	0	0	0
								0

**SLAM**, is when either party wins every trick.

**TENACE**, is possessing the first and third best cards, and being last player: you consequently catch the adversary when that suit is played: as, for instance, in case you have ace and queen of any suit and your adversary leads that suit, you must win two tricks. by having the best and third best of the suit played, and being last player.

**TERCE**, is three successive cards in any suit.

**TERCE-MAJOR**, is a sequence of ace, king, and queen.

## AN ARTIFICIAL MEMORY, FOR THOSE WHO PLAY AT THE GAME OF WHIST.

As the great art of playing this game well, depends on a proper recollection of the cards that have been played, and also of those remaining in hand, we particularly recommend the following seven Rules to the attention of the learner.

1. Place your trumps to the left of all the other suits in your hand. your best or strongest suit next. your second best next: and your weakest last on the right hand.

2. If, in the course of play, you find you have the best card remaining of any suit, place it to the right of them, as it will certainly win a trick, after all the trumps are played.

3. When you find you are possessed of the second best card of any suit to remember, place it on the right hand

of that card you have already to remember as the best card remaining.

4. When you are possessed of the third best card of any suit, place a small card of that suit between the second best card and your third best.

5. In order to remember your partner's first lead, place a small card of the suit led, entirely to the left of your trumps.

6. When you deal, put the trump turned up, to the left of all your trumps, and keep it as long as you are able, that your partner may know you have still that trump left.

7. As a revoke is of material consequence in the game, a strict observance of the following rules will enable you to discover when and in what suit your adversary has revoked.

Suppose the two suits on your right hand to represent your adversaries in the order they sit, as to your right and left hand.

When you have reason to suspect that either of them have made a revoke in any suit, clap a small card of that suit amongst the cards representing that adversary. By this means you record, not only that there may have been a revoke, but also, which of them made it, and in what suit.

## LAWS OF THE GAME OF WHIST

### OF DEALING.

1. IF a card is turned up in dealing, the adverse party may call a new deal, unless they have looked at or touched the cards, so as to occasion it—but if any card is faced except the last, there must be a new deal.

2. If any player have only twelve, and does not find it out till several tricks are played, and the rest have their right number, the deal stands good, and the person who played with the twelve cards is to be punished for each revoke he has made. But if either of the players should have fourteen cards, the deal is lost.

3. The dealer should leave his trump card upon the table, till it is his turn to play; and after he has mixed it with his other cards, no one has a right to demand what card was turned up, but may ask what is trumps.

4. If any player take up or look at the cards while they are dealing out, the dealer, if he should miss deal, has a right to deal again, unless it is his partner's fault.

5. If the dealer does not turn up the trump card, the deal is lost.

### OF PLAYING OUT OF TURN.

6. If any person plays out of his turn, it is in the option of either of his adversaries to call the card so played, or to require of the person who ought to have led, the suit the said adversary may choose.

7. If a person supposes he has won the trick, and leads again before his partner has played, the adversary may oblige his partner to win it if he can.

8. If a person leads, and his partner plays before his turn, the adversary's partner may do the same.

9. If the ace or any other card of a suit is led, and the last player should play out of his turn, whether his partner has any of the suit led or not, he is neither entitled to trump it, nor to win the trick.

### OF REVOKING.

10. If a revoke is made, the adversary may add three to their score, or take three tricks from the revoking party, or take down three from their score; and if up, notwithstanding the penalty, they must remain at nine: the revoke takes place of any other score of the game.

11. If any person revokes, and discovers it before the cards are turned, the adversary may call the highest or lowest of the suit led, or call the card then played.

12. No revoke can be claimed till the trick is turned and quitted, or the party who revoked, or his partner have played again.

13. If a revoke is claimed by any person, the adverse party are not to mix their cards, upon forfeiture of the revoke.

14. No person can claim a revoke after the cards are out for a new deal.

15. No player is to play the card called, if it cause a revoke.

### OF CALLING HONOURS.

16. When you are eight, if you have two honours dealt you, you may ask your partner before you play a card, if he has one, if he has, he shows it and the game is won.

17. If any person calls except at the point of eight, the adversary may call a new deal.

18. After the trump card is turned up, no person must remind his partner to call, on penalty of losing one point.

19. If any person calls at eight, after he has played, it is in the option of the adverse party to call a new deal.

20. If any person calls at eight, and his partner answers, and the adverse party have both thrown down their cards, and it appears they have not the honours, they may either stand the deal or have a new one.

21. If any person answers without having an honour, the adversary may consult and stand the deal or not.

22. No honours in the preceding deal can be set up, after the trump card is turned up, unless they were before claimed.

### OF SEPARATING AND SHOWING THE CARDS.

23. If any person separates a card from the rest, the adverse party may call it, provided he names it, and proves the separation; but if he calls a wrong card, he or his partner are liable for once to have the highest or lowest card called in any suit led during that deal.

24. If any person, supposing the game lost, throws his cards upon the table with their faces upwards, he may not take them up again, and the adverse party may call any of the cards.

25. If any person is sure of winning every trick in his hand, he may show his cards, but he is then liable to have them called.

### OF OMITTING TO PLAY TO A TRICK.

26. If any person omits playing to a trick, and it appears he has one card more than the rest, it is in the option of the adversary to have a new deal.

### RESPECTING WHO PLAYED A PARTICULAR CARD.

27. Each person, in playing, may require each person to lay his card before him; but not enquire who played any particular card.

### SHORT RULES FOR LEARNERS.

*Before we enter upon the more complex points of the game, we recommend the learner to commit the following twenty-four short Rules to memory.*

1. Lead from your strong suit, and be cautious how you change suits.

2. Lead through an honour when you have a good hand.

3. Lead through the strong suit, and up to the weak but not in trumps, unless you are very strong in them.

4. Lead a trump, if you have four or five, or a strong hand; but not if weak.

5. Sequences are eligible leads, and begin with the highest.

6. Follow your partner's lead; but not your adversary's.

7. Do not lead from ace queen, or ace knave.

8. Do not lead an ace, unless you have the king.

9. Do not lead a thirteenth card, unless trumps are out.

10. Do not trump a thirteenth card, unless you are last player, or want the lead.

11. Play your best card third hand.

12. When you are in doubt, win the trick.
13. When you lead small trumps, begin with the highest.
14. Do not trump out, when your partner is likely to trump a suit.
15. Having only a few small trumps, make them when you can.
16. Make your tricks early, and be cautious how you finesse.
17. Never neglect to make the odd trick when in your power.
18. Never force your adversary with your best card, unless you have the next best.
19. If you have only one card of any suit, and but two or three small trumps, lead the single card.
20. Always endeavour to keep a commanding card to bring in your strong suit.
21. When your partner leads, endeavour to keep the command in his hand.
22. Always keep the card you turned up as long as you conveniently can.
23. If your antagonists are eight, and you have no honour, play your best trump.
24. Always attend to the score, and play the game accordingly.

### GENERAL RULES FOR BEGINNERS.

1. When it is your lead, begin with your best suit. If you have a sequence of king, queen, and knave, or queen, knave, and ten, they are sure leads, and will always gain the tenace to yourself, or partner, in other suits. Begin with the highest of a sequence, unless you have five: in that case, play the lowest (except in trumps, when you must always play the highest) in order that you may get the ace or king out of your partner's or adversary's hand; by which means you make room for your suit.
2. When you have five small trumps, and no good cards in the other suits, trump out. It will have this good ef-

fact, to make your partner the last player, and by that means give him the tenace.

3. When you have only two small trumps, with ace and king of two other suits, and a deficiency of the fourth suit, make as many tricks as you can immediately; and if your partner should refuse either of your suits, do not force him as that may weaken his game too much.

4. It is seldom necessary for you to return your partner's lead immediately, if you have good suits of your own to play; unless it be to endeavour to save or win a game. A good suit is when you have sequence of king, queen, and knave, or queen, knave, and ten.

5. When you are each five tricks, and you are certain of two tricks in your own hand, do not fail to win them in expectation of scoring two that deal; because if you lose the odd trick it makes a difference of two, and you play two to one against yourself. There is, however, one exception to this rule, and that is, when you see a probability of saving your lurch, or of winning the game; in either of which cases you are to risk the odd trick.

6. If you have a probability of winning the game, always risk a trick or two: because the share of the stake which your adversary has by a new deal, will amount to more than the point or two which you risk by that deal.

7. When your adversary is six or seven love, and it is your turn to lead, in that case you ought to risk a trick or two, in hopes of putting your game upon an equality; therefore admitting you have the queen or knave, and one other trump, and no good cards in any other suit, play out your queen or knave of trumps; by which means you strengthen your partner's game if he is strong in trumps, and if he is weak, you do him no injury.

8. When you are four of the game you must play for an odd trick, because it saves one half of the stake you are playing for; and, in order to win the odd trick, though you are pretty strong in trumps, be very careful how you trump out. What is meant by being strong in trumps, is in case you have one honour and three trumps.



9. When you are nine of the game, and though strong in trumps, observe that there is a chance of your partner's trumping any of the adversary's suits, in that case do not trump out, but give him an opportunity of trumping those suits: If your game is scored, 1, 2, or 3, you must play the reverse; and also at 5, 6, or 7; because in these two last recited cases, you play for more than one point.

10. When you are last player, and observe that the third hand cannot put a good card on his partner's lead provided you have no good game of your own to play, return your adversary's lead. This will give your partner the tenace in that suit, and very often forces the adversary to change suits, and consequently gains the tenace in that suit also.

11. When you have ace, king, and four small trumps, begin with a small one; because it is an equal chance that your partner has a better trump than the last player; if so, you have three rounds of trumps; if not, you cannot fetch out all the trumps.

12. When you have ace, king, knave, and three small trumps, begin with the king, and then play the ace, (except one of the adversaries refuses trumps) because the odds is in your favour that the queen falls.

13. When you have king, queen, and four small trumps, begin with a small one; because the chance is in your favour that your partner has an honour.

14. When you have king, queen, ten, and three small trumps, begin with the king: because you have a fair chance that the knave will fall in the second round, or you may wait to finesse your ten upon the return of trumps from your partner.

15. When you have queen, knave, and four small trumps, you must begin with a small one; because the chance is in your favour that your partner has an honour.

16. When you have queen, knave, nine, and three small trumps, you must begin with the queen; because you have a fair chance that the ten falls in the second round; or you may wait to finesse the nine.

17. When you have knave, ten, and four small trumps,

you must begin with a small one; because the chance is in your favour that your partner has an honour.

18. When you have knave, ten, eight, and three small trumps, you must begin with the knave, in order to prevent the nine from making a trick; and the odds is in your favour that the three honours fall in two rounds.

19. When you have six trumps of a lower denomination, begin with the lowest, unless you should have ten, nine, and eight, and an honour turns up against you; in that case, if you are to play through the honour, begin with the ten, which obliges your adversary to play his honour to his disadvantage, or leaves it in your partner's option, whether he will pass it or not.

20. When you have ace, king, and three small trumps, begin with a small one, for the reason assigned in No. 15.

21. When you have ace, king, and knave, and two small trumps, begin with the king; which, next to a moral certainty informs your partner that you have ace and knave remaining; then putting the lead into your partner's hand, he plays you a trump; upon which you are to finesse the knave, and no ill consequence can attend such play, unless the queen lies behind you single.

22. When you have king, queen, and three small trumps, begin with a small one, for the reason assigned in No. 15.

23. When you have king, queen, ten, and two small trumps, begin with the king, for the reason assigned in No. 21.

24. When you have queen, knave, and three small trumps, begin with a small one, for the reason assigned in No. 15.

25. When you have queen, knave, nine, and two small trumps, begin with the queen, for the reason assigned in No. 16.

26. When you have knave, ten, and three small trumps, begin with a small one, for the reason assigned in No. 15.

27. When you have knave, ten, eight, and two small trumps, begin with the knave, because in two rounds of trumps it is odds but the nine falls; or, upon the return of trumps from your partner, you may finesse the eight.

28. When you have five trumps of a lower denomination, begin with the lowest, unless you have a sequence of ten, nine, and eight; in that case begin with the highest.

29. When you have ace, king, and two small trumps, begin with a small one, for the reason assigned in No. 18.

30. When you have ace, king, and knave, and one small trump, begin with the king, for the reason assigned in No. 21.

31. When you have king, queen, and two small trumps, begin with a small one, for the reason assigned in No. 15.

32. When you have king, queen, ten, and one small trump, begin with the king, and wait for the return of trumps from your partner when you are to finesse your ten, in order to win the knave.

33. When you have queen, knave, nine, and one small trump, begin with the queen, in order to prevent the ten from making a trick.

34. When you have knave, ten, and two small trumps, begin with a small one, for the reason assigned in No. 15.

35. When you have knave, ten, eight, and one small trump, begin with the knave, in order to prevent the nine from making a trick.

36. When you have ten, nine, eight, and one small trump, begin with the ten, which leaves it in your partner's discretion whether he will pass it or not.

37. When you have ten, and three small trumps, begin with a small one.

### EIGHT PARTICULAR RULES.

1. When you have ace, king, and four small trumps, with a good suit, play three rounds of trumps, otherwise you are in danger of having your strong suit trumped.

2. When you have king, queen, and four small trumps, with a good suit, trump out with the king; because, when you have the lead again, you will have three rounds of trumps.

3. When you have king, queen, ten, and three small trumps, with a good suit, trump out with the king, in

hopes of the knave's falling at the second round: and do not wait to finesse the ten, lest your strong suit should be trumped.

4. When you have queen, knave, and three small trumps, with a good suit, you must trump out with a small one.

5. When you have queen, knave, nine, and two small trumps, with a good suit, trump out with the queen, in hopes that the ten will fall at the second round; and do not wait to finesse the nine but trump out a second time for the reason assigned in No. 3.

6. When you have, knave, ten, and three small trumps, with a good suit, trump out with a small one.

7. When you have knave, ten, eight, and two small trumps, with a good suit, trump out with the knave, in hopes that the nine will fall at the second round.

8. When you have ten, nine, eight, and one small trump, with a good suit, trump out with the ten.

### PARTICULAR GAMES.

*Games whereby you are assured that your partner has no more of the suit played either by yourself or him; with Observations.*

1. Suppose you lead from queen, ten, nine, and two small cards of any suit, the second hand puts on the knave, your partner plays the eight: in this case you having queen, ten, and nine, it is a demonstration, if he plays well, that he can have no more of that suit. Therefore, by this discovery you may play your game accordingly, either by forcing him to trump that suit, if you are strong in trumps, or by playing some other suit.

2. Suppose you have king, queen, and ten of a suit, and you lead your king, your partner plays the knave, this clearly demonstrates that he has no more of that suit.

3. Suppose you have king, queen, and several more of a suit, and you begin with the king; in some cases it is good play in your partner, when he has the ace, and only one small card in that suit, to win his partner's king with his ace: for suppose he is very strong in trumps, by tak<sup>ing</sup>

ing his partner's king with the ace, he trumps out, and after he has cleared the board of trumps, he returns his partner's lead; and having parted with the ace of that suit, he has made room for his partner to make that whole suit; which possibly could not have been done, if he had kept the command in his hand.

4. And supposing his partner has no other good card in his hand beside that suit, he loses nothing by the ace's taking of his king; but if it should so happen that he has a good card to bring in that suit, he gains all the tricks which he makes in that suit, by this method of play. And as your partner has taken your king with the ace, and trumps out upon it, you have reason to suppose he has one of that suit to return you; therefore do not throw away any of that suit, even to keep a king or queen guarded.

#### GAMES BOTH TO ENDEAVOUR TO DECEIVE AND DISTRESS YOUR ADVERSARIES. AND TO DEMONSTRATE YOUR GAME TO YOUR PARTNER.

1. Suppose I play the ace of a suit of which I have ace, king, and three small ones; the last player does not choose to trump it, having none of the suit: if I am not strong enough in trumps, I must not play out the king, but keep the command of that suit in my hand by playing a small one; which I must do in order to weaken his game.

2. If a suit is led, of which I have none, and there is a great probability that my partner has not the best of that suit, in order to deceive the adversary, I throw away my strong suit; but to clear up doubts to my partner when he has the lead, I throw away my weak suit. This method of play will generally succeed, unless with very good players; and even with them you will more frequently gain than lose by this method of play.

# **PARTICULAR GAMES TO BE PLAYED BY WHICH YOU RUN THE RISK OF LOSING ONE TRICK ONLY, TO GAIN THREE.**

1. Suppose clubs to be trumps, a heart is played by your adversary ; your partner having none of that suit, throws away a spade ; you are then to judge that his hand is composed of trumps and diamonds ; and suppose you win that trick, and being too weak in trumps, you dare not force him ; and suppose you should have king, knave, and one small diamond ; and further, suppose your partner to have queen, and five diamonds ; in that case, by throwing out your king in your first lead, and your knave in your second, your partner and you may win five tricks in that suit ; whereas if you had led a small diamond, and your partner's queen having been won with the ace, the king and knave remaining in your hand obstructs the suit ; and though he may have the long trump, yet by playing a small diamond, and his long trump having been forced out of his hand, you lose by this method of play three tricks in that deal.

2. Suppose in the like case of the former, you should have queen, ten, and one small card in your partner's strong suit, (which is to be discovered by the former example,) and suppose your partner to have knave and five small cards in his strong suit ; you having the lead, are to play your queen ; and when you play again you are to play your ten ; and suppose him to have the long trump, by this method he makes four tricks in that suit.

3. In the above examples you are supposed to have the lead, and by that means have had an opportunity of throwing out the best cards in your hand of your partner's strong suit, in order to make room for the whole suit : we will now suppose your partner is to lead, and in the course of play it appears to you that your partner has one great suit ; suppose ace, king, and four small ones, and that you have queen, ten nine, and a very small one of that suit ; when your partner plays the ace, you are to play the nine ; when he plays the king, you are to play the ten ; by which means you see, in the third

round, you make your queen, and having a small one remaining, you do not obstruct your partner's great suit; **WHICH**, if you had kept your queen and ten, and the knave had fallen from the adversaries, you had lost two tricks.

4. If, as in the former case, you find your partner has one great suit, and that you have king, ten, and a small one of that suit: your partner leads the ace, in that case play your ten, and in the second your king: this method is to prevent a possibility of obstructing your partner's great suit.

5. If your partner has ace, king, and four small cards in his great suit, and you have queen, ten, and a small card, in that suit: when he plays his ace, play your ten, and when he plays his king, play your queen; by which method of play you only risk one trick to get four.

#### **PARTICULAR GAMES TO BE PLAYED WHEN EITHER OF YOUR ADVERSARIES TURNS UP AN HONOUR.**

1. If the knave is turned up on your right hand, and you have king, queen, and ten; in order to win the knave, begin to play with your king: by this play, your partner will suppose you have queen and ten remaining; especially if you have a second lead, and do not proceed to your queen.

2. If the knave is turned up as before, and you have ace, queen, and ten; play the queen, which answers the purpose of the above rule.

3. If the queen is turned up on your right hand, and you have ace, king, and knave; by playing the king, it also answers the purpose of the above rule.

4. If an honour is turned up on your left hand, and you should hold no honour, in that case, play trumps through that honour: but in case you should hold an honour, (except the ace) be cautious how you play trumps, because in case your partner holds no honour, your adversary will, play your own game upon you.

## A CASE TO DEMONSTRATE THE DANGER OF FORCING YOUR PARTNER.

Suppose you have a quint-major in trumps, with a quint-major, and three small cards of another suit, and have the lead; if your adversaries have only five trumps in either hand, in this case you will win every trick.

On the contrary, suppose your left hand adversary has five small trumps, with a quint-major and three small cards of another suit, and that he has the lead, and forces you to trump first, you will win only five tricks.

## A CASE TO DEMONSTRATE THE ADVANTAGE TO BE GAINED BY A SAW.

Suppose A and B partners, and that A has a quart-major in clubs, they being trumps, another quart-major in hearts, another quart-major in diamonds, and the ace of spades. And let us suppose the adversaries C and D to have the following cards; viz. C has four trumps, eight hearts, and one spade; D has five trumps and eight diamonds; C being to lead, plays an heart, D trumps it; D plays a diamond, C trumps it; and thus pursuing the saw, each partner trumps a quart-major of A's and C being to play at the ninth trick, plays a spade, which D trumps; thus C and D have won the nine first tricks, and leave A with his quart-major in trumps only.

This case shows, that whenever you can establish a saw, it is your interest to embrace it.

## DIRECTIONS FOR PUTTING UP AT SECOND HAND, KING, QUEEN, KNAVE, OR TEN OF ANY SUIT, &c.

1. Suppose you have the king, and one small card any suit, and your right hand adversary plays that suit; if he is a good player, do not put up the king, unless you want the lead; because a good player seldom leads from a suit of which he has the ace, but keeps it in his hand



(after the trumps are played out) in order to bring in his strong suit.

2. If you have a queen, and one small card of any suit, and your right hand adversary leads that suit; do not put on the queen; because, suppose the adversary has led from the ace and knave. In that case, upon the return of that suit, your adversary finessees the knave, which is generally good play. especially if his partner has played the king; you then thereby make your queen; but by putting on the queen, it shows your adversary that you have no strength in that suit, and, consequently, puts him upon finessing upon your partner throughout that suit.

3. In case you should have the knave, or ten of any suit, with a small card of the same suit, it is generally bad play to put up either of them at second hand; because it is five to two that the third hand has either ace, king, or queen of the suit led: it therefore follows that as the odds against you are five to two, and though you may succeed sometimes by this method of play, yet in the main you must be a loser; because it demonstrates to your adversaries, that you are weak in that suit, and, consequently, they finesse upon your partner throughout the whole of that suit.

4. Suppose you have ace, king, and three small cards of a suit; your right hand adversary leads that suit; upon which you play your ace, and your partner plays the knave. If you are strong in trumps, return a small one in that suit, in order to let your partner trump it: by this means you keep the command of that suit in your own hand, and at the same time it gives your partner an intimation that you are strong in trumps; and, therefore, he plays his game accordingly.

#### **DIRECTIONS HOW TO PLAY WHEN AN ACE, KING, OR QUEEN, ARE TURNED UP ON YOUR RIGHT HAND.**

If the ace is turned up on your right hand, and you have the ten and nine of trumps only, with ace, king,

and queen of another suit, and eight cards of no value; begin with the ace of the suit of which you have the ace, king, and queen, which is an intimation to your partner that you have the command of that suit; then play your ten of trumps, because it is five to two that your partner has king, queen or knave of trumps; and though it is about seven to two that your partner has not two honours, yet, should he chance to have them, and they prove to be the king and knave, in that case, as your partner will pass your ten of trumps, and as it is thirteen to twolve against the last player's holding the queen of trumps, if your partner has it not, in that case when your partner has the lead, he plays to your strong suit, and upon your having the lead, you are to play the nine of trumps, which puts it in your partner's power to be almost certain of winning the queen, if he lies behind it.

2. The like method of play may be used, if the king or queen are turned up on your right hand: but you are always to distinguish the difference of your partner's capacity; because a good player will make a proper use of such play, but a bad one seldom, if ever.

3. If the adversary on your right hand leads the king of trumps, and you have the ace and four small trumps, with a good suit; in this case it is your interest to pass the king, and though he should have king, queen, and knave of trumps, with one more, if he is a moderate player, he will play the small one, supposing that his partner has the ace: when he plays the small one, you are also to pass it, because it is an equal chance that your partner has a better trump than the last player. If so, and he happens to be a tolerable player, he will judge you have a sufficient reason for this method of playing, and, consequently, if he has a trump left, he will play it; if not, he will play his best suit.

## **DIRECTIONS HOW TO PLAY WHEN THE TEN OR NINE IS TURNED UP ON YOUR RIGHT HAND.**

1. When the ten is turned up on your right hand, and you have king, knave, nine, and two small trumps, with eight other cards of no value, and it is proper to lead trumps; in that case, begin with the knave, in order to prevent the ten from making a trick; and though it is but about five to four that your partner holds an honour, yet if that should fail, by finessing your nine on the return of trumps from your partner, you have the ten in your power.

2. If the nine is turned up on your right hand, and you should have knave, ten, eight, and two small trumps, by leading the knave, it answers the like purpose of the above case.

3. You must always make a distinction between a lead of choice, and a forced lead of your partner's: because, in the first case, he is supposed to lead from his best suit, and finding you deficient in that suit, and not being strong enough in trumps, nor daring to force you, he then plays his next best suit; by which alteration of play, it is next to a certainty that he is weak in trumps: but should he persevere, by playing off his first lead, if he is a good player, you are to judge him strong in trumps, and it is a direction for you to play your game accordingly.

4. Nothing is more injurious to you, than to change suits often; because in every new suit you run the risk of giving your adversary the tenace; and, therefore though you lead from a suit of which you have the queen, ten, and three small ones, and your partner puts up the nine only, in that case, if you should happen to be weak in trumps, and have no tolerable suit to lead from, it is your best play to pursue the lead of that suit by playing your queen, which leaves it in your partner's option whether he will trump it or not, in case he has no more of that suit: but in your second lead if you should hap-

pen to have the queen or knave of any other suit, with one card only of the same suit, it would be better play to lead from your queen or knave of either of these suits, it being five to two that your partner has one honour at least in either of those suits.

5. When you have ace, king, and one small card of any suit, with four trumps, if your right hand adversary leads that suit, pass it; because it is an equal chance that your partner has a better card in that suit than the third hand: if so, you gain a trick by it; if otherwise, as you have four trumps, you need not fear to lose by it, because when trumps are played, you may be supposed to have the long trump.

### A CAUTION NOT TO PART WITH THE COMMAND OF YOUR ADVERSARY'S GREAT SUIT.

Be very cautious how you part with the command of your adversary's great suit, if you are weak in trumps, and it does not appear that your partner is very strong in them: for suppose your adversary plays a suit of which you have the king, queen, and one small card only, the adversary leads the ace, and upon playing the same suit, you play your queen, which makes it almost certain to your partner that you have the king: and suppose your partner refuses to that suit, do not play the king; because if the leader of that suit, or his partner, have the long trump, you risk the losing of three tricks to gain one.

### NECESSITY OF REMEMBERING THE TRUMP CARD.

It is so highly necessary that the trump card should be remembered, by the dealer and his partner, that we think it proper to repeat, that the dealer should always so place his cards, as to be certain of having recourse to it; for examples suppose it to be only a five, and that the dealer has two more, viz. the six and nine; if his partner trumps out with ace and king, he ought to play his six and nine; because if your partner has ace, king, and four small

trumps, in this case, by his knowing you have the five remaining, you may win many tricks.

### THE MANNER OF PLAYING SEQUENCES EXPLAINED.

1. In trumps it is necessary to play the highest of your sequence, unless you have ace, king, and queen; in that case play the lowest, in order to let your partner into the state of your game.

2. In suits which are not trumps, if you have a sequence of king, queen, and knave, and two small ones; whether you are strong in trumps or not, it is best to begin with the knave, because by getting the ace out of any hand, you make room for the whole suit.

3. If you are strong in trumps, and have a sequence of queen, knave, ten, and two small cards of any suit; in that case you ought to play the highest of your sequence; because, if either of the adversaries should trump that suit in the second round, by being strong in trumps, you fetch out their trumps, and consequently make the remainder of that suit.

4. For the same reason, if you have a sequence of knave, ten, nine, and two small cards of any suit, play the highest of your sequence.

5. If you have a sequence of king, queen, knave, and one small card of any suit, play your king, whether you are strong in trumps or not: and do the like by any inferior sequences, if you have only four in number.

6. If you are weak in trumps you must always begin with the lowest of the sequence, in case you have five in number; for suppose your partner to have the ace of that suit, he then makes it. If you are very strong in trumps, you may play your game as backward as you please; but if you are weak in trumps, you must play the reverse.

## WHAT IS MEANT BY BEING STRONG OR WEAK IN TRUMPS.

You may be understood to be strong in trumps when you have.

Ace, king, and three small trumps.

King, queen, and three small trumps.

Queen, knave, and three small trumps.

Queen, ten, and three small trumps.

Knave, ten, and three small trumps.

Queen, and four small trumps.

Knave, and four small trumps.

If you have only two or three small trumps, you are then understood to be weak in trumps.

## A CASE WHICH OFTEN OCCURS.

If you have two trumps remaining, when the adversaries have only one, and your partner appears to have a strong suit, you should play trumps, although you have the worst, in order to pave the way for your partner's suit, by drawing the trumps from your adversaries.

## HOW TO PLAY FOR AN ODD TRICK.

If you are elder hand, and have the ace, king, and three small trumps, with four small cards of another suit, three small cards of the third suit, and one small card of the fourth suit; quere, how are you to play? You are to lead the single card, which, if won by the last player, induces him to play trumps, or to play to your weak suit, in which case you and your partner gain the tenace.

## THE LIKE CASE FOR AN ODD TRICK WHEN YOUR PARTNER IS TO LEAD.

Suppose he plays the ace of the suit of which you have only one, and proceeds to play the king of the same suit,

and your right hand adversary trumps it with the queen knave, or ten, you should not overtrump him, but throw away the smallest card of your weakest suit, as this will leave your partner the last player, and give him the tennace in your weak suit.

### THE LIKE CASE SUPPOSING YOU WANT FOUR OR FIVE POINTS, AND ARE ELDER HAND.

Play a small trump, and if your partner has a better trump than the last player, and returns the lead, put in your king of trumps, and then play the suit of which you possess four cards.

### A SECOND CASE.

A and B are partners against C and D: twelve trumps are played out, and seven cards only remain in each hand of which A has the last trump, and likewise the ace, king, and four small cards of a suit; *quære*, whether A should play the ace and king of that suit, or a small one? A should play a small card of that suit, as it is an equal bet his partner has a better card in that suit than the last player, and, in this case, if four cards of the suit are in either of the adversaries' hands, by this manner of playing he will be enabled to make five tricks in that suit, Should neither of the adversaries have more than three cards in that suit, it is an equal chance that he wins six tricks in it.

If A and B are partners against C and D, and eight trumps have been played out, and A has four trumps remaining, C having the best trump, and is to lead, should C play his trump or not? No: because as he leaves three trumps in A's hand, if A's partner has any capital suit to make, by C's keeping the trump in his hand, he can prevent his making that suit.

## A CASE OF CURIOSITY.

Supposing three hands of cards, containing three cards in each hand, let A name the trump, and let B choose which hand he pleases, A having the choice of either of the other two hands, will win two tricks. Clubs are trumps: first hand, ace, king, and six of hearts; second hand, queen and ten of hearts, with ten of trumps; third hand, nine of hearts, with two and three of trumps; the first hand wins of the second, the second wins of the third, and the third wins of the last.

**CALCULATIONS, WHICH DIRECT WITH MORAL CERTAINTY HOW TO PLAY ANY HAND AT WHIST, BY SHOWING THE CHANCES OF YOUR PARTNER'S HOLDING CERTAIN WINNING CARDS.**

1. It is about five to four that your partner holds one card out of any two.
2. It is about five to two that he holds one card out of three.
3. It is about four to one that he holds one card out of any four.
4. It is two to one that he does not hold a certain card.
5. It is about three to one that he does not hold two cards out of any three.
6. It is about three to two that he does not hold two cards out of any four.

**COMPUTATIONS FOR LAYING WAGERS.**

*The odds of the game calculated with the deal.*

The odds in favour of the deal at starting, are		21 to 20
1 love	.	11 to 10
2 love	.	5 to 4
3 love	.	3 to 2
4 love	.	7 to 4



5 love is 2 to 1 of the game, and one of the lurch	2 to 1
6 love . . . . .	5 to 2
7 love . . . . .	7 to 2
8 love . . . . .	5 to 1
9 love not quite 5 to 1, but about . . . . .	9 to 2

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2 to 1 . . . . .	9 to 3
3 to 1 . . . . .	9 to 7
4 to 1 . . . . .	9 to 6
5 to 1 . . . . .	9 to 5
6 to 1 . . . . .	9 to 4
7 to 1 . . . . .	8 to 1
8 to 1 . . . . .	9 to 2
9 to 1 is about . . . . .	4 to 1

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3 to 2 . . . . .	8 to 7
4 to 2 . . . . .	4 to 3
5 to 2 . . . . .	8 to 5
6 to 2 . . . . .	2 to 1
7 to 2 . . . . .	8 to 3
8 to 2 . . . . .	4 to 1
9 to 2 . . . . .	7 to 2

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4 to 3 . . . . .	7 to 6
5 to 3 . . . . .	7 to 5
6 to 3 . . . . .	7 to 4
7 to 3 . . . . .	7 to 3
8 to 3 . . . . .	7 to 2
9 to 3 is about . . . . .	3 to 1

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5 to 4 . . . . .	8 to 5
6 to 4 . . . . .	6 to 4
7 to 4 . . . . .	2 to 1
8 to 4 . . . . .	3 to 1
9 to 4 is about . . . . .	5 to 2

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6 to 5 . . . . .	5 to 4
7 to 5 . . . . .	5 to 3
8 to 5 . . . . .	6 to 2
9 to 5 . . . . .	2 to 1

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7 to 6 . . . . .	4 to 3
8 to 6 . . . . .	2 to 1
9 to 6 . . . . .	7 to 4

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8 to 7 is above . . . . .	3 to 2
9 to 7 is about . . . . .	12 to 8

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9 to 8 or rather 8 to 9, is about three and a half in the hundred in favour of 8 with the deal: against the deal, the odds are still, though small, in favour of 8.

### THE ODDS OF THE GAME, CALCULATED FOR BETTING THROUGH THE WHOLE RUBBER, WITH THE DEAL.

If the first game of a rubber is won, with 9 love of the second, on the same side, the odds of the rubber are nearly . . . . . : 13 to 1

Ditto, the first game, and 8 love of the second are rather more than . . . . . 13 to 1

Ditto, and 7 love of the second, nearly . . . . . 8 to 2

Ditto, and 6 love of the second, about . . . . . 6 to 1

Ditto, and 4 love of the second, about . . . . . 5 to 1

Ditto, and 3 love of the second, about . . . . . 9 to 2

Ditto, and 2 love of the second, about . . . . . 4 to 1

Ditto, and 1 love of the second, about . . . . . 7 to 2

*The odds of the game, calculated for betting through the whole rubber, against the deal.*

With the first game, and 9 love of the second, about 11 to 1

Ditto, and 8 love of the second, rather more than 11 to 1

Ditto . . . and 7 love of the second . . . . . 9 to 1

Ditto . . . and 6 love of the second . . . . . 7 to 1

Ditto . . . and 5 love of the second . . . . . 5 to 1

Ditto . . . and 4 love of the second . . . . . 9 to 2

Ditto . . . and 3 love of the second . . . . . 4 to 1

Ditto . . . and 2 love of the second . . . . . 7 to 2

Ditto . . . and 1 love of the second . . . . .  
nearly . . . . . 13 to 4

MR. PAYNE'S

## MAXIMS FOR WHIST.

### LEADER.

1. Begin with the suit of which you have most in number. For when the trumps are out; you will probably make several tricks in it.

2. If you hold equal numbers in different suits, begin with the strongest. Because it is the least liable to injure your partner.

3. Sequences are always eligible leads. Because they support your partner's hand, without injuring your own.

4. Lead from a king or queen, rather than from an ace. For since the adversaries will lead from those suits which you do not, your ace will do them most harm.

5. Lead from a king rather than from a queen, and from a queen rather than a knave. For the stronger the suit the less is your partner endangered.

6. Lead not from ace queen, or ace knave, till it becomes necessary. For if that suit is led by the adversaries, you have a good chance of making two tricks in it.

7. In all sequences to a queen, knave, or ten, begin with the highest. Because it will frequently distress your left-hand adversary.

8. Having ace, king, and knave, lead the king. For if strong in trumps you may wait the return of that suit, and finesse the knave.

9. Having ace, king, and one small card, lead the small one. For by this lead your partner has a chance to make the knave.

10. Having ace, king, and two or three small cards, play ace and king if weak in trumps, but a small card if strong in them. For when strong in trumps you may give your partner the choice of making the first trick.

## WHIST.

11. Having king, queen, and one small card, play the small one. For your partner has an equal chance to win the trick; and you need not fear to make king or queen.

12. Having king, queen, and two or three small cards, lead a small card if strong in trumps, and the king, if weak in them. For strength in trumps entitles you to play a backward game, and to give your partner the chance of winning the first trick; but if weak in trumps, it is necessary to secure a trick in that suit, by leading the king, or queen.

13. Having an ace with four small cards, and no other good suit, play a small card if strong in trumps, and the ace if weak. For strength in trumps may enable you to make one or two of the small cards, although your partner should not be able to support the lead.

14. Having king, knave, and ten, lead the ten. For if your partner holds the ace, you have a good chance of making three tricks whether he passes the ten or not.

15. Having king, queen, and ten, lead the king. For if it falls upon the return of that suit from your partner, by putting on the ten you have a chance of making two tricks.

16. Having queen, knave, and nine, lead the queen. For upon the return of that suit from your partner, by putting on the nine you will probably make the knave.

## SECOND HAND.

1. Having ace, king, and small ones, play a small card if strong in trumps, but the king if weak in them. For otherwise your ace or king might be trumped in the latter case, and no hazard should be run with few trumps but in critical cases.

2. Having ace, queen, and small cards, play a small one. For upon the return of that suit you will probably make two tricks.

3. Having ace, knave, and small cards, play a small one. For upon the return of that suit you will probably make two tricks.

4. Having ace, ten, or nine, with small cards, play a

small one. For by this method you have a chance of making two tricks in the suit.

5. Having king, queen, ten, and small cards, play the queen. For by playing the ten upon the return of the suit, you will probably make two tricks in it.

6. Having king, queen, and small cards, play a small card if strong in trumps, but the queen if weak in them. For strength in trumps warrants playing a backward game, and it is always advantageous to keep back your adversaries' suit.

7. If you hold a sequence to your highest card in the suit, play the lowest of it. For by this means your partner is informed of your strength in that suit.

8. Having, queen, knave, and small ones, play the knave. Because you will in great probability secure a trick in that suit.

9. Having queen, ten and small ones, play a small one. For your partner has an equal chance to win the trick.

10. Having either ace, king, queen, or knave, with small cards, play a small one. For your partner has an equal chance to win the trick.

11. Having either ace, king, queen, or knave, with one small card only, play the small one. For otherwise the adversary will guess upon you in that suit.

12. If a queen is led, and you hold the king, put it on. For if your partner holds the ace, you do no harm; and if the king is taken, the adversaries have played two honours to one.

13. If a knave is led, and you hold the queen, put it on. For at the worst you bring down two honours for one.

14. If a king is led, and you hold ace, knave, and small ones, play the ace. For it cannot do the adversaries a greater injury.

### THIRD HAND.

1. Having ace and king, play the ace, and return the king. Because you are not to keep the command of your partner's strong suit.

2. Having ace and queen, play the ace, and return the

queen. For although it may prove better in some cases to put on the queen, yet in general your partner is best supported by the method above.

3. Having ace and knave, play the ace, and return the knave. The knave is returned in order to strengthen your partner's hand.

4. Having king and knave, play the king; and if it wins, return the knave. Because it will strengthen your partner's hand.

5. Always put on the best when your partner leads a small card. Because it best supports your partner's hand.

6. If you hold the ace and one small card only, and your partner leads the king; put on the ace and return the small one. For otherwise your ace will be an obstruction to his suit.

7. If you hold the king and one small card only, and your partner leads the ace; if the trumps are out it is good play to put on the king. For by putting on the king, there is no obstruction to the suit.

#### FOURTH HAND.

1. If a king is led, and you hold ace, knave, and a small card, play the small one. For supposing the queen to follow, you will probably make both ace and knave.

2. When the third hand is weak in his partner's suit you may often return that suit to great advantage. But this rule must not be applied to trumps, unless you are very strong indeed.

#### CASES IN WHICH YOU SHOULD RETURN YOUR PARTNER'S LEAD IMMEDIATELY.

1. When you win with the ace, and can return an honour. For then it will greatly strengthen his hand.

2. When he leads a trump. In which case return the best remaining in your hand (unless you hold four originally): an exception to this arises if the lead is through an honour.

3. When your partner has trumped out. For then it is evident he wants to make his great suit.

4. When you have no good card, in any other suit. For then you are entirely dependent on your partner.

### **CASES IN WHICH YOU SHOULD NOT RETURN YOUR PARTNER'S LEAD IMMEDIATELY.**

1. If you win with the king, queen, and knave, and have only small cards remaining. For the return of a small card will more distress than strengthen your partner.

2. If you hold a good sequence. For then you may show a strong suit, and not injure his hand.

3. If you have a strong suit. Because leading from a strong suit is a direction to your partner, and cannot injure him.

4. If you have a good hand. For in this case you have a right to consult your own hand, and not your partner's.

5. If you hold five trumps. For then you are warranted to play trumps, if you think it right.

### **OF LEADING TRUMPS.**

1. Lead trumps from a strong hand, but never from a weak one. By which means you will secure your good cards from being trumped.

2. Trump not out with a bad hand, although you hold five small trumps. For since your cards are bad, it is only trumping for the adversaries' good ones.

3. Having ace, king, knave, and three small trumps, play ace and king. For the probability of the queen's falling is in your favour.

4. Having ace, king, knave, and one or two small trumps, play the king, and wait the return from your partner to put on the knave. This method is in order to win the queen; but if you have particular reasons to wish the trumps out, play two rounds of trumps, and then your strong suit.

5. Having ace, king, and two or three small trumps, lead a small one. This method is with a view to let your partner win the first trick; but if you have good reason for getting out the trumps, play three rounds, or play ace and king, and then proceed with your strong suit.

6. If your adversaries are eight, and you hold no honour, throw off your best trump. For if your partner has not two honours, you have lost the game, and if he holds two honours, it is most advantageous for you to lead a trump.

7. Having ace, queen, knave, and small trumps, play the knave. For by this means only the king can make against you.

8. Having ace, queen, ten, and one or two small trumps, lead a small one. For it will give your partner a chance to win the trick, and keep the command in your own hand.

9. Having king, queen, ten, and small trumps, lead the king. Or if the king is lost, upon the return of trumps you may finesse the ten.

10. Having king, knave, ten, and small ones, lead the knave. Because it will prevent the adversary from making a small trump.

11. Having queen, knave, nine, and small trumps, lead the queen. For if your partner holds the ace, you have a good chance of making the whole suit.

12. Having queen, knave, and two or three small trumps, lead the queen. For if your partner holds the ace, you have a good chance for making the whole suit.

13. Having knave, ten, eight, and small trumps, lead the knave. For on the return of trumps you probably may finesse the eight to advantage.

14. Having knave, ten, and three small trumps, lead knave. Because it will most distress your adversaries unless two honours are held on your right hand; the odds against which is about three to one.

15. Having only small trumps, begin with the highest. By this play you will support your partner all you can.

16. Having a sequence, begin with the highest. By



this means your partner is best instructed how to play his hand, and cannot possibly be injured.

17. If an honour is turned up on your left, and the game much against you lead a trump the first opportunity. For your game being desperately bad, this method is the most likely to retrieve it.

18. In all other cases it is dangerous leading through an honour, unless you are strong in trumps, or have a good hand. Because all the advantage of trumping through an honour, lies in the finessing of your partner.

### SUPPOSE IT PROPER TO LEAD TRUMPS.

19. If an honour is turned up on your left, and you hold only one honour with a small trump, throw off the honour, and next the small one. Because it will greatly strengthen your partner's hand, and cannot hurt your own.

20. If an honour is turned up on the left, and you hold a sequence, lead the highest of it. Because it will prevent the last hand from injuring your partner.

21. If a queen is turned up on the left, and you hold ace, king, and a small one, lead the small trump. Because you will have a chance for getting the queen.

22. If a queen is turned up on your left, and you hold the knave, with small ones, lead the knave. For the knave can be of no service, since the queen is on your left.

23. If an honour is turned up by your partner, and you are strong in trumps, lead a small one: but if weak in them, lead the best you have. By this play the weakest hand will support the strongest.

24. If an ace is turned up on your right, and you hold king, queen, and knave, lead the knave. For it is a secure lead.

25. If an ace is turned up on the right, and you hold king, queen, and ten, lead the king; and upon the return of trumps play the ten. For by this means you show a great strength to your partner, and will probably make two tricks in them.

26. If a king is turned up on the right, and you hold a queen, knave, and nine, lead the knave; and upon the

return of trumps play the nine. Because it may prevent the ten from making.

27. If a king is turned up on your right, and you hold knave, ten, and nine, lead the nine. Because this method will best disclose your strength in trumps.

28. If a queen is turned up on the right, and you hold ace, king, and knave, lead the king: and upon the return of trumps play the knave. Because you are certain to make the knave.

29. If a queen is turned up on the right, and you hold ace, king, and small ones, lead the king; and upon the return of trumps you may finesse, unless the queen falls. For otherwise the queen will make a trick.

30. If a knave is turned up on the right, and you hold king, queen, and ten, lead the queen; and upon the return of trumps play the ten. For by these means you will make the ten.

31. If a knave is turned up on the right, and you hold king, queen, and small ones, lead the king; and if that comes home, play a small one. For it is probable your partner holds the ace.

32. If a knave is turned up on the right, and you hold king ten, or queen ten, with two small cards, lead a small one; and upon the return of trumps play the ten. For it is five to four that your partner holds one honour.

#### WHEN YOU TURN UP AN HONOUR.

1. If you turn up an ace, and hold only one small trump with it, if either adversary leads the king, put on the ace. For it can do the adversaries no greater injury.

2. If you turn up an ace, and hold two or three small trumps with it, and either adversary lead the king, put on a small one. For if you play the ace, you give up the command in trumps.

3. If you turn up a king, and hold only one small trump with it, and your right hand adversary leads a trump, play the king. This case is really somewhat doubtful, and very good players think differently.

4. If you turn up a king, and hold two or three small trumps with it, if your right hand adversary leads a trump, play a small one. It being the best way of securing your king.

5. If you turn up a queen or knave, and hold only small trumps with it, if your right hand adversary leads a trump, put on a small one. It being the securest play.

6. If you hold a sequence to the honour turned up, play it last. By this means your partner will be the best acquainted with your strength in trumps.

### OF PLAYING FOR THE ODD TRICK.

1. Be cautious of trumping out, notwithstanding you have a good hand. For since you want the odd trick only, it would be absurd to play a great game.

2. Never trump out if your partner appears likely to trump a suit. For it is evidently best to let your partner make his trumps.

3. If you are moderately strong in trumps, it is right to force your partner. For by this means you probably gain a trick.

4. Make your tricks early, and be cautious of finessing. That you may not be greatly injured, though you fail of making the odd trick.

5. If you hold a single card of any suit, and only two or three small trumps, lead the single card. For it will give you a chance of making a small trump.

### GENERAL RULES.

1. Be very cautious how you change suits, and let no artifice of the adversary induce you to it.

2. Keep a commanding card to bring in your strong suit when the trumps are out, if your hand will admit of such pretensions.

3. Never keep back your partner's suit in trumps, but return them the first opportunity.

4. If you hold a strong suit and but few trumps, rather force your adversaries than lead trumps, unless you are strong in the other suits likewise.

5. Be sure to make the odd trick when it is in your power.

6. Always consider the score, and play your hand accordingly.

7. In a backward game, you may often risk one trick in order to win two, but in a forward game you are to be more cautious, unless you have a good probability of getting up.

8. In returning your partner's lead, play the best you have, when you hold but three originally.

9. Remember what cards drop from each hand, how many of each sort are out, and what is the best remaining card in each.

10. Lead not originally from a suit of which you have ace and queen, ace and knave, or king and knave; if you hold another moderate suit.

11. If neither of your adversaries will lead from the above suits, you must do it yourself with a small card.

12. You are strong in trumps, with five small ones, or three small ones and one honour.

13. Do not trump a card when you are strong in trumps, and the more especially if you hold a strong suit.

14. If you hold only a few small trumps, make them, if you can.

15. If your partner refuses to trump a suit of which he knows you have not the best, lead him your best trump the first opportunity.

16. If your partner has trumped a suit, and refuses to play trumps, lead him that suit again.

17. Never force your partner but when you are strong in trumps, unless you have a renounce yourself, or want only the odd trick.

18. If the adversaries trump out, and your partner has a renounce, give him that suit when you get the lead, if you think he has a small trump left.

19. Lead not from an ace suit originally, if you hold four in number of another suit.

20. When trumps are either returned by your partner, or led by the adversaries, you may finesse deeply in them; keeping the command all you can in your own hand.

21. If you lead the king of any suit, and make it, you must not thence conclude that your partner holds the ace.

22. It is sometimes proper to lead a thirteenth card, in order to force the adversary, and make your partner last player.

23. If weak in trumps, make your tricks soon; but when strong in them, you may play a more backward game.

24. Keep a small card of your partner's first lead, if possible, in order to return it when the trumps are out.

25. Never force your adversary with your best card of a suit, unless you have the second best also.

26. In your partner's lead, endeavour to keep the command in his hand, rather than in your own.

27. If you have a saw, it is generally better to pursue it, than to trump out; although you should be strong in trumps with a good suit.

28. Keep the trump you turn up as long as you properly can.

29. When you hold all the remaining trumps, play one of them to inform your partner; and then put the lead into his hand.

30. It is better to lead from ace and nine, than from ace and ten.

31. It is better to lead trumps through an ace or king, than through a queen or knave.

32. If you are reduced to the last trump, some winning cards, and one losing card only, lead the losing card.

33. If only your partner has trumps remaining, and he leads a suit of which you hold none; if you have a good quart throw away the highest of it.

34. If you have an ace with one small card of any suit, and several winning cards in other suits; rather throw away some winning card than that small one.

35. If you hold only one honour with a small trump, and wish the trumps out, lead the honour first.

36. If trumps have been led thrice, and there be two remaining in the adversaries' hands, endeavour to force them out.

37. Never play the best card of your adversaries' lead at second hand, unless your partner has none of that suit.

38. If you have four trumps and the command of a suit whereof your partner has none, lead a small card in order that he may trump it.

39. If you hold five trumps with a good hand, play trumps, and clear your adversaries' hands of them.

40. If you hold the ace and three small trumps, when the adversaries lead them, and have no particular reason for stopping the suit, let them quietly make king and queen, and on the third round play the ace.

41. Supposing yourself leader with three small trumps, one strong suit, one moderate suit, and a single card, begin with the strong suit, and next lead the single card.

42. Be careful how you sort your cards, lest a sharp and curious eye should discover the number of your trumps.

Three persons sometimes play at whist, one of them undertaking an ideal partner called dummy, whose cards are turned up to view on the table, which is reckoned an advantage to a good player, but rather detrimental to an indifferent one.

Three handed whist is a game requiring but little skill. It is played by discarding all the deuces, threes, and fours, with one five, each person acting alone; in this way every trick above four, and each honour is reckoned. In other respects these modes do not vary from the usual methods and rules.

# MATHEWS' DIRECTIONS, &c.

*Mr. Mathews (London) having published "Instructions to the Young Whist player" which have been very highly approved by good Players, it has been thought expedient to add them to this work, that the student may compare them with Hoyle's and Payne's maxims and directions, and follow such as appear most reasonable and practical.*

## INTRODUCTION.

THE following definition of the game of Whist is recommended to the attentive perusal of the reader, previous to his studying the maxims; as nothing will facilitate his comprehension of them so much, as a clear idea of the result to which they all tend.

Whist is a game of calculation, observation, and position or tenace.

Calculation, teaches you to plan your game, and lead originally to advantage; before a card is played, you suppose the dealer to have an honour and three other trumps; the others, each an honour and two others: The least reflection will show, that as it is two to one, that your partner has not named a card; to lead on the supposition he has it, is to play against calculation. Whereas the odds being in favour of his having one of two named cards, you are justified in playing accordingly. Calculation is also of use on other occasions, which the maxims will elucidate; but after a few leads have taken place, it is nearly superseded by observation. Where the set are really good players, before half the cards are played out, they are as well acquainted with the material ones remaining in each other's hands as if they were to see them. Where two regular players are

matched against two irregular ones, it is nearly the same advantage as if they were permitted to see each other's cards, while the latter were denied the same privilege.

It is an axiom, that the nearer your play approaches what is called the dumb man, the better.

These may be called the foundation of the game, and are so merely mechanical, that any one possessed of a tolerable memory may attain them.

After which comes the more difficult science of position, or the art of using the two former to advantage; without which, it is self-evident, they are of no use. Attentive study and practice will in some degree, ensure success; but genius must be added before the whole science of the game can be acquired—however,

*Est quiddam prodire totius, si non datur ultra.*



# MATHEWS'

## DIRECTIONS AND MAXIMS FOR BEGINNERS.

1. **STUDY** all written maxims with the cards placed before you, in the situations mentioned. Abstract directions puzzle much oftener than they assist, the beginner.

2. Keep in your mind that general maxims presuppose the game and hand, at their commencement: and that material changes in them, frequently require that a different mode of play should be adopted.

3. Do not attempt the practice, till you have acquired a competent knowledge of the theory; and avoid as much as possible, at first, sitting down with bad players. It is more difficult to eradicate erroneous, than to acquire just, ideas.

4. Never lead a card without a reason—though a wrong one: it is better than accustoming yourself to play at random.

5. Do not at first puzzle yourself with many calculations. Those you will find hereafter mentioned are sufficient, even for a proficient.

6. Do not accustom yourself to judge by consequences. *Bad* succeeds sometimes, when *good* play would not. When you see an acknowledged judge of the game play in a manner you do not comprehend, get him to explain his reasons, and while fresh in your memory, place the same cards before you; when once you can comprehend the case, you will be able to adapt it to similar situations.

7. Before you play a card, sort your hand carefully, look at the trump card, and consider the score of the game, the strength of your own hand, and form your plan on the *probable situation* of the cards, subject however to be changed, should any thing fall to indicate a different one; after which, never look at your hand, till you are to play—without attending to the board no maxims or practice can make even a tolerable whist player.

8. Observe, silently and attentively, the different system of those with whom you commonly play: few but have their favourite one, the knowledge of which will give you a constant advantage; *one* leads by preference from an *ace*, another never but through necessity. (This will often direct you in putting on the king second.) The players of the *old school* never lead from a single card without six trumps; many do from *weakness*; *some* have a trick of throwing down high cards to their adversary's lead, and then affect to consider (though they have no alternative) to deceive:—Observation will enable you to counteract this, and turn it to your own profit.

9. The best leads are from sequences of three cards or more. If you have none, lead from your most numerous suit, if strong in trumps, and rather from one headed by a king than a queen; but with three or four small trumps, I should prefer leading from a single card to a long weak suit.

N. B. This is contrary to the usual practice, especially of the players of the *old school*.

10. The more plainly you demonstrate your hand to your partner the better. Be particularly cautious not to deceive him in *his* or *your own* leads, or when he is likely to *have* the lead—a concealed game may now and then succeed in the suits of your adversaries; but this should not be attempted before you have made a considerable proficiency; and then but seldom, as its frequency would destroy the effect.

11. At the commencement of a game, if you have a good hand, or if your adversaries are considerably advanced in the score, play a bold game; if otherwise, a more cautious one.

12. Be as careful of what you throw away, as what you *lead*; it is often of bad consequence to put down a tray, with a deuce in your hand. Suppose your partner leads the four, your right-hand adversary the five, and you put down the tray, it ought to be to a certainty, that you ruff it next time; but if he finds the deuce in your hand, and you frequently deceive him by throwing down superior cards, it will destroy his confidence, and prevent his play-

ing his game on similar occasions. I would wish to inculcate these minor qualifications of whist playing to the beginners, because they are attainable by every body ; and when once the great advantage of this kind of correctness is seen, the *worst* player would practice it, as constantly, as the best, attention being all that is necessary.

13. Do not lead trumps, merely because an honour is turned up on your left, or be deterred from it, if on your right hand.—*Either* is proper, if the circumstances of your hand require trumps to be led ; but *neither* otherwise.

14. Finesses are generally right in trumps, or (if *strong* in *them*) in other suits ; otherwise they are not to be risked but with caution.

15. Never ruff an uncertain card, if *strong*, or omit doing it if *weak* in trumps ; this is one of the few universal maxims, closely adhered to, even did you *know* the best of the suit was in your partner's hand : it has the double advantage of making an useless trump, and letting your partner into the state of your hand, who will play accordingly.

16. Keep the command of your adversary's suit as long as you can with safety ; but never that of your partner.

17. Do not ruff a thirteenth card second hand if *strong* but always, if *weak* in trumps.

18. Always force the *strong*, seldom the *weak*, but never the *two* ; otherwise you play your adversaries' game, and give the *one* an opportunity to make his small trumps, while the *other* throws away his losing cards. It is a very general as well as fatal error, but the extent of it is seldom comprehended by unskilful players, who seeing the good effect of *judicious forces*, practice them *injudiciously* to their almost constant disadvantage. The following effect of a force is too obvious not to be instantly comprehended. I have only to tell the student, that the same principle operates through the fifty-two cards, however various their combinations ; and that a steady considera-

tion of it, is one of the first necessary steps towards acquiring an insight into the game.

*A* has a seizieme major in trumps, a quart-major in a second, and a tierce-major in a third suit. *B*, his adversary, has six small trumps, and the entire command of the fourth suit: in this case it is obvious that, *one force* on *A* gains the odd trick for *B*, who without it loses a slam. Though so great an effect may seldom be produced, still there is scarcely a rubber where the truth of the maxim is not experimentally demonstrated.

19. When, with a very strong suit you lead trumps, in hope your partner may command them, show your suit first. If you have the strength in trumps, in your hand, play them originally.

20. With the ace and three other trumps, it is seldom right to win the first or second leads in that suit, if made by your adversaries, unless your partner ruffs some other.

21. With a strong hand in trumps, particularly if you have a long suit, avoid ruffing and still more over-ruffing your right-hand adversary, as much as possible. As this is a maxim less understood, less practised and more indispensably necessary, than almost any other, I will endeavour to explain it to beginners, as clearly as I am capable:—Cards being nearly equal, the point to which all the manoeuvres of good whist players tend, is to establish a long suit, to preserve the last trump to bring it into play, and to frustrate the same play of their adversaries. With an honour (or even a ten) with three other trumps, by well managing them, you have a right to expect success. In this case do not overtrump your right-hand adversary early in the hand; but throw away a losing card, by which, there remaining but twelve trumps, your own hand is strengthened, and your partner has the tenace, in whatever suit is led; whereas, had you over-ruffed you would have given up the whole game, to secure one trick. But there are reasons for breaking this rule: 1st. If your left-hand adversary has shown a decided great hand in trumps, (in which case make your tricks while you can) or, 2dly, If your partner decidedly means to force you—to understand if this is the case:

you are to observe, if your partner plays the winning or losing card, of the suit you have refused. If the *former*, it is by no means clear he means to force you, and play your own game. If the *latter*, you are to suppose him strong in trumps, and depend on him, to protect your long suit: a due reflection on this, will convince you of the value of that maxim, which enjoins you never to play a strong game, with a weak hand, or vice versa. A few deviations from this, effectually destroys that confidence necessary between partners, and introduces a confusion and consequences, that cannot be too carefully avoided, or too strenuously deprecated.

22. If the circumstance of your hand require two certain leads in trumps, play off your ace let your other trumps be what they may.

23. It is a general maxim not to force your partner, unless strong in trumps yourself. There are, however, many exceptions to this rule: as,

1st. If your partner has led from a single card.

2d. If it saves or wins a particular point.

3d. If great strength in trumps is declared against you.

4th. If you have a probability of a *run*.

5th. If your partner has been forced and did not trump out.

6th. It is often right in playing for an odd trick.

24. It is difficult to judge when to lead trumps. The following situations will assist the beginner, to reason, and in general direct him properly:—

1st. With six trumps, on supposition your partner has a strong suit.

2d. If strong in other suits, though weak in trumps yourself.

3d. If your adversaries are playing from weak suits.

4th. If your adversaries are at the point of eight, and you have no honour, or probability of making a trump by a ruff.

25. It is easy soon to discover the different strengths of good players, but more difficult with bad ones. When your adversary refuses to trump, and throws away a

small card, you conclude his hand consists of a strong suit in trumps, with one strong and another weaker suit. If he throws an honour, you know he has two suits only, one of which is trumps. In the latter case, win tricks when you can. Avoid leading trumps, or to his suit; force him, and give your partner all opportunity to trump if possible. This maxim cannot be too maturely considered, as there is a fault which is constantly committed by bad players, and is amongst those most fatal in their consequences. The moment an adversary refuses to ruff, though a winning card, they in violation of common sense, trump out, and not unfrequently give away five or six tricks, which a judicious force would have prevented.

26. If you are strong in trumps, and have the ace, king, and two or more, of your right-hand adversary's lead, there are two ways to play, either to pass it the first time, or else to put on the ace, and play the suit on to force your partner. If weak in trumps, put on the ace, but do not continue the suit.

27. If you win your partner's lead with the queen, unless in trumps, do not return it; it is evident the ace or king lies behind him, and you give the tenace to the adversary.

28. To lead from only three cards, unless in sequence, is bad play, and only proper when you have reason to think it is your partner's suit: in which case play off the highest, though the king or queen.

N. B. This is contrary to the general practice, but undoubtedly right.

29. The first object should be to save the game, if it appears in probable danger; the next to win it, if you have a reasonable hope of success, by any mode of play, though hazardous. If neither of these is the question, you should play to the points or score of the game. In other words, you should not give up the certainty of the odd trick, or scoring five or eight, for the equal chance of two, six, or nine; whereas you should risk an equal finesse that will prevent your adversaries from these scores by its success.

30. It is generally right to return your partner's lead in trumps, unless he leads an equivocal card, such as nine or ten. These are called *equivocal*, because they are led with propriety, both from strong and weak suits. With a quart to a king—or nine, ten, knave and king of a suit, you lead the nine, as you do when it is the best of two or three of a suit.

31. With only four trumps do not lead one, unless your strong suit is established, except that with a tierce-major, and another trump, and a sequence to the king of three or more, it is good play to lead trumps twice, and then the knave of your suit, and continue till the ace is out.

32. If you remain with the best trump, and one of your adversaries has three or more, do not play out, as it may stop the suit of your other adversary. If they both have trumps and your partner none, it is right to take out two for one.

33. If strong in trumps, with the commanding card of your adversaries' suit, and small ones, force your partner, if he has none of that suit, with the small ones, and keep the commanding cards till the last.

34. If your partner leads the ace and queen of a suit of which you have the king and two others, win his queen, that you may not stop his suit.

35. If your right-hand adversary wins, and returns his partner's lead, should you have the best and a small one play the latter. If your partner has the third best, he will probably make it. If your adversary is a bad player, I would not advise this, as they never finesse when they ought to do it.

N. B. If weak in trumps, you should not venture this in other suits.

36. If your right adversary calls, and your partner leads through him; with ace or king the nine and a small one, you should finesse the nine.

37. If your partner calls before his turn, he means you should play a trump. Take every opportunity to show your partner that you can command the trumps. In this case he will keep his own strong suit entire: whereas

if the strength of trumps is with the adversaries, his play would be to keep guard on their suits, and throw away from his own.

38. With ace, knave, and another trump, it is right to finesse the knave to your partner's lead; and if strong in them you should do the same in any suit. If he leads the ten of any suit, you pass it invariably with the ace and knave; unless one trick saves or wins any particular point.

39. It is better to lead from ace nine, than ace ten, as you are more likely to have a tenace in the latter suit, if led by your adversary.

40. If your partner, to your winning card, throws away the best card of any suit, it shows he wishes you to know he commands it; if the second best, it is to tell you he has no more of that suit.

41. If very strong in trumps, it is always right to inform your partner of it as soon as possible. If fourth player, you are to win a small trump, and you have a sequence of three or more, win it with the highest, and play the lowest afterwards.

42. If strong in trumps, do not ruff the second best of any suit your partner leads, but throw away a losing card, unless you have an established saw.

43. If ten cards are played out, and there remains one entire suit, and your partner leads, if you have king, ten and another, and six tricks you have a certainty to make the odd one, if you play right, let the cards lie how they will; should your right-hand adversary put on an honour, you must win it, if not, put on the ten: with six tricks put on the king.

44. Many good players, in playing three-majors, begin with the king and queen. This is often productive of mischief; as, when played at other times from king and queen only, the ace is kept up, and while each thinks his partner has it, and has played accordingly, it unexpectedly appears from the adversary, and disappoints their whole plan.

45. If the fourth player wins his adversary's lead, it



is better to return it than open a new suit, unless strong enough in it to support his partner.

46. With ace, knave, and other, do not win the king led by your left-hand adversary. You either force him to change his lead, or give you tenace in his own suit.

47. With ace, queen, &c. of a suit, of which your right-hand adversary leads the knave, put on the ace invariably. No good player, with king, knave and ten, will begin with the knave, of course it is finessing against yourself, to put on the queen, and as the king is certainly behind you, you give away at least the lead, without any possible advantage.

48. With only three of a suit, put an honour on an honour; with four or more, you should not do it—except the ace should not be put on the knave.

49. With king and one more, good players sometimes put it on second, sometimes not: if turned up it should invariably be put on, and generally in trumps. But queen or knave should never be played, unless a superior honour is turned up on the right.

50. In playing for an odd trick, you play a closer game than at other scores. You lead from single cards and force your partner, when at another time you would not be justified. It is seldom in this case proper to lead trumps: and few-finesses are justifiable. It is a nice part of the game, and experience with attention, will alone teach it with effect.

51. If the trumps remain divided between you and your partner, and you have no winning card yourself, it is good play to lead a small trump, to put it in his hand to play off any that he may have, to give you an opportunity to throw away your losing cards.

A remains with two or more trumps, and two losing cards; his partner with a better trump, and two winning cards. It is evident, if he plays off a losing card, he will make merely his own trumps, but if he plays an inferior trump, and put it into his partner's lead, he will play off his winning cards, and give A an opportunity to throw away his losing ones.

**R. B.** This continually occurs, and is necessary to be comprehended.

52. When your partner leads, win with the lowest of a sequence, to demonstrate your strength in *his* suit; but it is often right to win your *adversary's* lead with the *highest*, to keep him in ignorance.

53. When your partner plays a thirteenth card, and most of the trumps are unplayed, he in general means you should put a high trump to strengthen his own hand.

54. When you have but a moderate hand yourself, sacrifice it to your partner; he, if a good player, will act in the same manner.

55. With *three*, return the *highest*; with *four*, the *lowest* of your partner's lead. This answers two purposes, by giving your partner an opportunity to *finesse*, and showing him you have but three at most in his suit.

56. With the ace, queen, and others of your right-hand adversary's lead, put on a small one, except he leads the knave. in which case put on the ace.

57. When at eight, with two honours, look at your adversaries' score, and consider if there is a probability they should save their lurch, or win the game, notwithstanding your partner holds a third honour; if not, you should not call, as it gives a decided advantage against you in playing for tricks.

58. *Finessing* in general is only meant against one card. There are, however, situations when much deeper are required; but theory alone, can never enable the beginner to discover these. Supposing it necessary you should make two out of the last three cards in a suit not yet played, your partner leads the nine, you have ace, ten, and a small one—Query, what are you to do?—Answer, pass it, though the *finesse* is against *three*; for if your partner *has* an honour in the suit, you make two tricks. If not, it is impossible by any mode of play whatever.

59. With king, queen, &c. of your right-hand adversary's lead, put on one of them; with queen, knave, and another, the knave; with two or more small ones, the lowest.

60. The more critically you recollect the cards the better; at least you should remember the *trumps*, and the commanding card of each suit. It is possible to assist the memory by the mode of placing the cards remaining in your hands—viz. Place the trumps in the back part of your hand, your partner's lead the next, your adversary's next, and your own on the outside. It is also right to put thirteenth cards, in some known situation.

61. It is highly necessary to be correct in leads. When a good player plays an eight and then a seven, I know he leads from a weak suit; the contrary, when he plays the seven first: the same even with a tray or a deuce. This is what bad players always err in, as they never can see the difference.

62. If left with the last trumps, and some winning cards, with one losing one, play this first, as your adversary may finesse, and the second best in your partner's hand make the trick; which could not be kept till the last.

63. Should your partner refuse to trump a certain winning card, try to get the lead as soon as you can, and play out trumps immediately.

64. Good players never lead a nine or a ten, but for one of these reasons—

1st. From a sequence up to the king.

2d. From nine, ten, knave, and king.

3d. When the best of a weak suit not exceeding three in number.

If you have either *knave* or *king* in your own hand, you are certain it is for the latter reason, and that the whole strength of the suit is with your adversary, and play your game accordingly.

65. If your partner leads the *nine* or *ten*, and you have an honour, with only one more, put it on: if with two or more, do not; with the ace and small ones, win it invariably; for it is better that he should finesse, in his own suit, than you.

66. Unless you have a strong suit yourself, or reason to

suppose your partner has one, do not trump out, unless you have six trumps.

67. There are situations where even good players differ; if a queen is led on your right-hand, and you have ace or king and two small ones, you should *certainly* win it; but having king or ace, ten and a small one, I invariably pass it, and for the following reasons—by passing it, if your partner has the ace or king, you clearly lie tenace, and the leader cannot possibly make a trick in the suit, which he must have done had you even the first trick, as he would lie tenace over your partner. If your partner has the knave, you lose a trick, but the odds are greatly against this.

68. It is seldom right to lead from a suit in which you have a tenace. With ace, queen, &c. of one suit; king, knave, &c. of a second; and third weak one, the best play is to lead from the latter.

69. When it is evident the winning cards are betwixt you, and your adversaries, play an obscure game; but as clear a one as possible, if your partner has a good hand.

70. It is equally advantageous to lead *up to*, as *through* an ace; not so much so to a king, and disadvantageous to the queen turned up.

71. Avoid at first playing with those who instruct, or rather find fault, while the hand is playing. They generally are unqualified by ignorance, and judge from consequences; but if not, advice while playing, does more harm than good, by confusing a beginner.

72. It is seldom right to refuse to ruff when your partner, if a good player, visibly intends you should do it. If a bad one, your own hand should direct you.

73. If you have ace, king, and two more trumps, and your partner leads them originally, insure three rounds in trumps; but if he leads (in consequence of your showing your strength) a nine, or any equivocal card, in that case, pass it the first time; by which you will have the lead, after three rounds of trumps; a most material advantage.

74. There is often judgment required in taking the penalties of a revoke. Before the score is advanced, li

the party revoking has won nine tricks, the least consideration will show, that the adversaries should take three of them, for if *they* add three to their own score, they will leave the odd trick to the former: but if the revoking party are at eight, it is better for the adversary to score three points, as the odd trick leaves the former at nine, which is in every respect a worse point than eight. On other occasions, it is only to calculate how the different scores will remain after each mode of taking the penalty; and it will be obvious which will be the most advantageous—never losing sight of the 'points of the game'; i. e. scoring eight or five yourself, or preventing your adversary from doing so.

75 With ace, queen, and ten of your right-hand adversaries' lead, put on the ten.

76. When your left-hand adversary refuses to trump a winning card, for fear of being over-trumped by your partner, and throws away a losing card, if you have the commanding card of the suit he discards, play it out before you continue the former.

77. When all the trumps are out, if you have the commanding card of your adversaries' suit, you may play your own, as if you had the thirteenth trump in your own hand.

78. If *A*, your right-hand adversary, leads a card, and his partner *B*, putting on the knave or queen, *your's* wins with the king—should *A* lead a small card of that suit again, if you have the *ten*, put it on. It is probable, by doing this, you keep the commanding card in your partner's hand, and prevent the second best from making.

79. If weak in trumps, keep guard in your adversaries' suits. If *strong*, throw away from them, and discard as much as possible from your partner's strong suits, in either case.

80. Should your left-hand adversary lead the king, to have the finesse of the knave, and it comes to your lead, if you have the queen and one more, it is evident the finesse will succeed. In this case, play the *small one* through him, which frequently will prevent him from making the finesse, though he has originally played for it.

81. If your partner shows a weak game, force him, whether or no you are otherwise entitled to do it.

82. When you are at the score of four or nine, and your adversaries, though eight, do not call, if you have no honour, it is evident your partner has two at least. It is equally so if you have one, that he has at least another. If both parties are at eight, and neither calls, each must have one.

A little reflection will enable the beginner to make a proper advantage of these data.

83. When your partner leads a card of which you have the best and third, and your right-hand adversary puts on the fourth, the second only remaining—it is a common-received, but erroneous opinion, that the chance of succeeding in the finesse is *equal*; but here *calculation* will show, that as the last player has one card more than his partner, it is that *proportion* in favour of his having it. With three cards, it will be three to two against making the finesse.

84. Moderate players have generally a decided aversion to part with the best trump, though single; thinking, that as they cannot lose it, and it can make but one trick, it is immaterial when it does so—this is a dangerous fault. When your adversary plays out his strong suit, ruff it immediately, before you give his partner an opportunity to throw off his losing cards. Do not, however, go into the contrary extreme, or trump with the best trump, with small ones in your hand, for fear of being overtrumped. This is a nice part of the game, and can only be understood from practice and attentive reasoning.

85. It frequently happens that your partner has an opportunity to show his strong suit, by renouncing to a lead. If you have a single card in this, play it before you force him, let your strength in trumps be what it may; as it is the way to establish the *saw*, which is almost always advantageous; should the second player put on the ace to prevent it, still it is of great utility by establishing your partner's suit.

86. A has ace, knave, ten, and a small card of the suit

led by the right-hand adversary. *Query*—Which is he to play? *Answer*—In trumps, the *ten*; in other suits the small ones. For this reason—in trumps, a good player with king, queen, &c. leads the lowest; in other suits the king; and in the latter case, of course an honour must be behind you; and be it in *either*, hand, you can do no good by putting on the *ten*: by keeping the three together you render it impossible for your adversary to make one trick in the suit.

87. It often happens that with only three cards remaining in his hand, the leader has the worst trump, and ace, queen, or some tenace of another suit. In this case he should lead the trump, to put it into his adversary's hand to play. By these means he preserves the tenace. This, though self-evident on proper consideration, is what none but good players ever think of.

88. Though it is certainly more regular to win your adversary's as well as partner's lead with the lowest of a sequence, still I recommend occasional deviations from that maxim; as it is of the greatest advantage to give your partner every information in his, or your own, so it is often to deceive your adversaries in *their* suits. It will now and then deceive your partner also; but if done with judgment, it is, I think, oftener attended with good than bad effect.

There are also other situations, where it is highly necessary to deceive the adversary. *A*, last player, has a three-major, and a small trump; a three-major, with two others of a second suit; king, and a small one of a third; with queen or knave, and a small one of the fourth, of which his adversary leads the ace. It is so very material for *A* to get the lead, before he is forced, that he should without hesitation throw down the queen, as the most likely method to induce his adversary to change his lead.—But this mode of play should be reserved for material occasions, and not by its frequency give cause for its being suspected.

89. Beginners find it difficult to distinguish between original and forced leads. When a player changes his original suit, he commonly leads his strongest card of

another, to give his partner the advantage of a finesse. In this case you are to play this, as if it was your *own* or *adversary's* lead—keep the commanding card, tenace, &c. and do not return it, as if it was an original lead.

90. There is nothing more necessary to explain to the beginner, than what is usually denominated *under-play*, as it is a constant engine in the hands of the *experienced*, to use successfully against the inexperienced player. In other words, it is to return the lowest of your left hand adversary's lead, though you have the highest in your hand, with the view of your partner's making the third best, if he has it, and still retaining the commanding card in your hand.

91. To explain this farther, suppose *A* fourth player has ace and king of his left-hand adversary's lead; to *under-play*, he wins the trick with the ace, and returns the small one, which will generally succeed, if the leader has not the second and third in his own hand. You will see by this if you *lead* from a *king*, &c. and your right-hand adversary, after winning with a ten or a knave return it, you have no chance to make your *king*, but by putting it on.

92. The following is another situation to *under-play* : *A* remains with the first, third, and fourth cards of a suit, of which he has reason to suppose his left-hand adversary has the *second* guarded; by playing the fourth, it is often passed, and *A* makes every trick in the suit.

N. B. This sort of play is always right in trumps; but if weak in *them*, it is generally the best play to make your certain tricks as fast as you can; or if you have not your *share* of *them*, somebody must have *more* than their own, and of consequence be weak in some other suit which probably is your strong one.

93. Keep the trump card as long as you can, if your partner leads trumps; the contrary, if your adversary leads them. In the former instance, supposing the eight turned up, and you have the nine, throw away the latter: in the last, (though you have the seven or six) play the card you turned up.



94. When your partner is to lead, and you call before he plays, it is to direct him, for he has the honour, to play off the best trump he has.

95. Though according to the strict laws of whist all words and gestures are prohibited; yet like all other laws not enforced by penalties, they are continually violated. There are, indeed few players who do not discover, in some degree, the strength of their game, or their approbation or disapprobation of their partner's play, &c. As this is on one side often a material advantage to the party transgressing, so it is quite allowable for the adversaries to make use of it. Attentive and silent observation will frequently give an early insight into the game, and enable you to play your hand to more advantage, than by adhering to more regular maxims.

96. Though tenace, or the advantage of position, cannot be reduced to a certainty, as at *piquet*, and that it is often necessary to relinquish it for more certain advantages; still no man can be a whist player who does not understand it. The principle is simple, but the combinations are various. It is easily conceived, that if *A* has ace, queen, and a small card in a suit, of which *B* has king, knave, and another; if *A* leads the small card, he remains tenace, and wins two tricks; whereas, if he plays the ace, he gives it up, and makes but one. But if *B* is to lead, he has no tenace, and lead which card he will, he must make one trick, and can make no more. This easy instance, well considered, will enable the player, with some practice, to adapt it to more apparently intricate situations.

97. The following cases which happen frequently will further explain this:—*A* is left with four cards and the lead, viz. the second and fourth trump, and the ace and a small card of a suit not played. Nine trumps being out, *B*, his left hand adversary, has the first and third trump, king, and a small one of the suit of which *A* leads the ace. Query—What card should *B* play? Answer—The king; by which he brings it to an equal chance whether he wins three tricks or two; but if he keeps the king, he cannot possibly win three.

By placing the cards, you will perceive, that if B's partner has a better card than A's it prevents A from making either of his trumps, which, had B retained the king, he must have done.

98. A has three cards of a suit not played, (the last remaining) viz. king, queen, and ten; B, ace, knave, and another; A leads the king; if B wins it, he gives up tenace, and gets but one trick; whereas, if he does not, he makes his ace and knave by preserving it.

99. A has ace, knave, and ten, of a suit which his partner leads.—*Query*—Which should be put on? *Answer*—The ten, particularly, if it is a forced lead; by this he probably wins two tricks. If he puts on the ace, and his partner has no honour in his suit, he gives up the tenace, and can only win one.

100. Tenace is easily kept against your *right-hand*; but impossible, without great skill, against your *left-hand* adversary.

101. To explain what is meant by playing to points, place the following points before you: A has the two lowest trumps, and two forcing cards, with the lead. The two best demonstrably in the adversaries' hand; though uncertain if in the same, or divided. Nine cards being played, and no other trump remaining.—*Query*—What is A to play? *Answer*—This can only be decided by the situation of the score, and whether or no it justifies the hazarding two tricks for one. The least consideration will convince the player, that before the score is much advanced, it would be highly improper for A to play a trump, because he manifestly ventures two tricks for one; of course he should secure two tricks by playing a forcing card. But suppose A to be at the score of seven, and that he has won six tricks, he should then as clearly venture to play the trump, because, if the trumps are divided, he wins the game, or otherwise, remains at seven which is preferable to the certainty of scoring nine. But if the adversary is at nine, this should not be done, as by hazarding the odd trick, you hazard the game.

N. B. This mode of reasoning will in general direct you where and why finesses are proper or improper. For

there is scarcely one, though ever so right in general, but what the different situations of the score and hand may render dangerous and indefensible.

102. The following critical stroke decided one of the most material rubbers that was ever played, and is recommended to the attentive perusal, even of proficients:

The parties were at nine. *A* had won six tricks, and remained with *knave* and a small trump, and two diamonds, with the *lead*. *B*, his left hand adversary, with the *queen* and *ten* of trumps and two clubs. *C*, his partner, with two small trumps, and two diamonds. *D*, last player, with ace and a small trump, a club, and a heart. *A* led a diamond, which being passed by *B*, was to be won by *D*. Query—How is *D* to play, to make it possible to win the odd trick? Answer—*D* saw it was not possible, unless his partner had either the two best trumps, or the first and third, with a successful finesse. He therefore trumped with the *ace*, led the small one, and won the game.

N. B. In another score of the game, this would not be justifiable, as the chance of losing a trick is greater than that of gaining one by it.

103. The attentive perusal (in the mode prescribed) of these maxims, will, I think, with a little practice, enable a beginner to play with very good cards to considerable advantage. The difficulty of the game does not consist in this; for aces and kings will make tricks, and no skill can make a *ten* win a *knave*. But there are hands which frequently occur, when skilful players win, where bunglers lose points; and (unless when the cards run very high) it is on the playing of such success depends, viz. ace or king, and three other trumps, a tierce-major, with others of a second suit with a probable trick in a third—the player's plan should be, to remain either with the last trump, or the last but one, with the *lead*; and to accomplish this last, he must not win the second lead with the commanding trump, but reserve it for the third. Nothing then but five trumps in one hand, can probably, prevent his establishing his long suit, for he forces out

the *best* trump, and the thirteenth brings in his suit again, which without the lead after the third round of trumps) would be impossible.

104. As this maxim is of the utmost consequence, the following cases, which happen frequently, are added, to make it more clearly understood:—

1st. *A* has ace and three trumps, a strong suit, headed by a tierce-major, and a probable trick in a third, with the lead. *Query*—How should this hand be played? *Answer*—*A* should lead a trump; but if his partner wins and returns it, *A* should not put on his ace, but suffer it to be won by his adversary. When either *A* or his partner gets the lead, he of course plays a trump, which being won by *A*, he remains with the lead, and one, but not the *best* trump though they should not be equally divided. This (his strong suit having forced out the *best*) establishes it again, notwithstanding the adversary may command the other suits, which are by these means prevented from making.

N. B. Had the ace been put on the second lead, the force would have been on *A*, and his *strong* suit entirely useless.

2d. *A*, with a similar hand, has ace, king, and two small trumps. If the adversaries lead trumps, he should not win the first trick, even if *last* player. By this, after the second lead, he still retains the *best* for the *third*, according to the maxim and establishes his suit (though the *best* trump keeps up against him) unless there are five in one hand originally.

3d. With ace, queen, and two small trumps do not win the *knave* led on your *left hand*, but let it be played again; according to the same maxim.

As the following, or nearly similar situations frequently occur, I recommended them to the attentive perusal of those students, who feeling within themselves that they comprehend what I have called the alphabet, wish to procure a gradual insight into the game. The whole combinations of which, I cannot too often repeat, proceed from very plain and simple principles; but it requires much reflection to comprehend the same maxim;

when applied to inferior cards, that appears self-evident in the superior. There is scarcely a player, who if he has the ace, king, and knave of the suit of which his right-hand adversary turns up the queen, but will lead the king, and wait for the return to finesse his knave. But with ace, queen and ten, (the knave being turned up on his right hand) the same player will not see that his lead, if he plays a trump, is the queen, and that one and the same principle actuates the players on both occasions, and go on through the suit.

It constantly happens, that the adversary on the right hand having won his partner's lead with the ace or king, returns the knave. In this case do not put on the queen, as the probability is against its being finessed. But on all these occasions, play without hesitation, which constantly directs a skilful adversary where to finesse to advantage.

It frequently happens when you have led from six trumps, that after your second lead you remain with three or four trumps, the best in your adversaries' hand; in these situations play a small trump, which has these two advantages—1st. To prevent the stopping of your partner's suit—and 2d. To give you the tenace, in whatever suit is led by the adversary. This *mutatis mutandis* will show that it is bad play to play out the best trump, leaving others in the hand of one of your adversaries. It may do good to keep it up, by stopping a suit, and can answer no good purpose whatever to play it out.

*A* remains with the best trump, (say the ten) and a small one, with some losing cards, *B*, his partner, having clearly the second best (say the nine) with some winning cards. The adversaries having one small trump and winning cards of the other two suits. *A* is forced. *Quer*—How is he to play? *Answer*—*A* is to ruff with his best, and lead out his small trump, by which he puts it into his partner's hand, to make his winning cards, and renders those of his adversaries of no use whatever. This mode of play would sometimes be right, even when it was not certain whether the second best trump were in his partner's or his adversary's hand; but the fine player alone can be expected to distinguish on so nice an occasion.

There are points where good players disagree. Some play what is called a *forward*—others a more *timid* game. Some commonly put on a king, second : others, but rarely. In these cases, a man may play either way, without committing error; but where all good players are of the same opinion, it should be received as an axiom—no good player puts on a queen, knave or ten second; of course, it should on all occasions be carefully avoided.

105. The possession of the last trump is of most material advantage in the hands of a good player. *A* has the thirteenth trump, with the ace and four small ones of a suit not played, of which the adversary leads the king and queen; by passing them both, *A* probably makes three tricks in the suit; but had he won the king, he could not possibly make more than one.

106. When it is in your option to be eight or nine, it is material always to choose the former score.

107. Observe carefully what is originally discarded by each player, and whether, at the time, the lead is with the partner or adversary. If with the former, it is invariably meant to direct the partner—if with the latter, it is frequently intended to deceive the adversary, and induce him to lead to his strong suit.

108. You are not only to take every method to preserve the tenace or advantage of position to yourself, when it is evident that the winning cards lie between you and your adversary; but also to give it, as much as possible to your partner, when you perceive the strength, in any suit, is in the hands of him and your left-hand adversary; always keeping in your mind, that when the latter or you lead, it is for the adversary. It frequently happens, that by winning your partner's trick, when last player, you accomplish this. *A* has king, knave, (or any other second and fourth card) with a small one of a suit, that *B*, his left-hand adversary has the first and third, and another, with the lead. If *A* leads his small card, and *B* your partner wins it; you, last player, should if possible, win the trick, though it is your partner's. By which means you prevent *A* from making a trick, which he must have done had the lead remained with *B*.

109. As I have ventured to recommend occasional deviations from what is considered as one of the most classic maxims; i. e. the leading from single cards, without that strength in trumps hitherto judged indispensably necessary to justify it; I give the reasons that influence my opinion in favour of this practice, with those generally alleged against it, leaving the reader to determine between them. Two objections are made, which it cannot be denied, *may* and *do* happen. The first, that if your partner has the king of the suit *guarded*, and the ace behind it, he loses it; which would not be the case, if the lead came from the adversary. The second, and most essential is, that your partner, if he wins the trick, may lead out trumps, on the supposition it is *your strong suit*; or the *adversaries* from suspecting your intention. On the contrary, the *constant* and *certain* advantages are the preservation of the tenace in the *other two suits*, which I suppose you to *have*, and the *probable* one of making your *small* trumps, which you could not otherwise do. A has four small trumps, ace, queen, &c. of the second suit; king, knave, &c. of a third; and a single card of the fourth. In these sort of hands, I am of opinion, that the chance of winning, by leading the single card, is much greater than of losing tricks. And I appeal to those who are in the habit of attending whist tables, whether they do not frequently see the players, who proceed exactly according to the maxims of Hoyle, &c. after losing the game, trying to demonstrate that this ought not to have happened, and that they have been vanquished by the bad, not good play of their adversaries. I do not recommend, in *general*, leading from single cards, unless very strong in trumps; but with such hands as I have mentioned, I am convinced it may be occasionally done with very great though not *certain* advantage. It may not be unnecessary to inform the reader, that most of Hoyle's maxims were collected during what may be called the infancy of whist; and that he himself, so far from being able to teach the game, was not fit to sit down even with the third rate players of the present day.

I shall conclude these maxims by a short recapitulation

of the most material ones, by way of fixing them in the minds of the learners.

1st. Let them be assured, that without comprehending the leads, modes of playing sequences, and an attentive observation of the board, it is as impossible to make any progress in the science of whist, as to learn to *spell* before they know their alphabet.

2d. That accustoming themselves to reason by analogy, will alone teach them to vary their play according to circumstances; and show them, that the best play in *some*, is the worst in *different* situations of the game. It is common to see even good players hazard the game, merely to gain the applause of ignorant by-standers, by making as much of their cards as they are capable of; and this pitiful ambition cannot be too much guarded against. Avoid also the contrary extreme, the fault of the *old*, and many of the imitators of the *new school*. These never part with a tenace, or certain trick, though for the probability of making *several*; and are like fencers who parry well but cannot attack. No player of this kind can ever excel, though they reach mediocrity.

I must also repeat my advice to *proficients*, to vary their play according to the set they are engaged with; and recollect that it would be of no advantage to speak French like Voltaire, if you lived with people who are ignorant of the language.

### ON LEADS.

1. THE safest leads are; from sequences of three or more cards *lead the highest*, and *put on the lowest* to your partner's lead; put the highest on your adversary's. With a tierce to the king and several others, begin with the *knave*.

2. With ace, king, knave, and *three* small trumps, play the ace and king—with only *two* the king, and wait for the finesse of the *knave*. In other suits, without great strength in trumps, or with the hopes of a particular point, do not wait for the finesse.

3. Ace, king, and five others, lead the ace in *all suits*. With four or less, the lowest, of trumps. In other suits:



always the ace, unless all the trumps remaining are with you and your partner ; in this case, a small one.

4. Ace, queen, knave, &c. in all suits the ace. Ace, queen, ten, with others, in trumps, a small one; but if with three, unless very strong in trumps, lead the ace in other suits.

5. Ace, knave, with small ones, lead the lowest in trumps; in other suits, if with more than two, lead the ace, unless very strong in trumps.

6. Ace, with four small ones, in trumps, lead the lowest. If with four or more, in other suits, and not very strong in trumps, the ace.

N. B. It is the general custom with ace and one other, to lead the ace ; this is right if you have reason to think it your partner's suit, otherwise lead the small.

7. King queen, ten, &c. in all suits, lead the king ; but if it *passes*, do not pursue the lead, as certain the ace is in your partner's hand, as it is often kept up, but change your lead, and wait for the return from your partner, when you have the finesse of the ten, if necessary.

8. King, queen, and five others, in all suits, the king. With four or less in trumps, lead the lowest. In other suits always the king, unless you have the two only remaining trumps, if so, you may play a small one.

9. King, knave, ten, &c. in all suits, lead the ten. King knave, and two or more small ones, the lowest.

N. B. You should not lead from king, knave, and a small one, unless it is clearly your partner's suit, in which case, play your king and knave.

10. Queen, knave, nine, and others, lead the queen. Queen, knave, with one other, the queen. Queen, knave, with two more, the lowest. Queen, ten, and two others, the lowest. Queen, and three small ones, the lowest. Queen, or knave, with only two, the queen or knave.

N. B. The trump card sometimes occasions a deviation from these rules. *A* has the ace or king, with a sequence from the ten downwards, of the suit of which his left-hand adversary turns up knave, or queen—*A* should lead the ten. If the knave or queen be put on, you have a finesse on the return, with the nine, if not, your partner with an honour, will pass it, and is either way advantageous.

*The following calculations are sufficient for a beginner :  
deeper ones frequently puzzle even the proficient.*

That either player has not one named card not in your hand, is . . . . . 2 to 1  
5 to 4 in favour of his having . . . . . 1 of 2  
5 to 2 . . . . . 1 in 3  
4 to 1 . . . . . 1 in 4

N. B. The odds are so considerable, that no player has two or more named cards, that scarce any situation justifies playing on this supposition, except the impossibility of *saving or winning the game* otherwise; of course further calculations are more for curiosity than utility.

The odds of the game are calculated according to the points, and with the deal :

1 love . . . . . 10 to 9  
2 love . . . . . 10 to 8  
and so on, except that nine is considered as something worse than eight. It is three to one in favour of the first game.

N. B. Notwithstanding that calculations are in general accurate, it is difficult to conceive that 10 in 20 is 3 to 1, while 5 in the 10 is but 2 to 1, and even 6 in 10 is but 5 to 2. I am convinced whoever bets the 5 to 1, will lose on a long run ; and on the contrary, he who bets the 2 to 1, and 5 to 2, will gain in the same proportion.

The odd trick has been always supposed in favour of the leader ; but this is an error, as the dealer has the advantage in this, as in every other score.

[Mr. Matthews' laws differ from Mr. Hoyle's only in stating that mistakes in tricks may be rectified at any time during the game whether called or not—and that the trump card may be called if left on the table after the first round.]

### PROPOSED LAWS.

THOUGH the established laws are excellent as far as they go, yet experience convinces us they are inadequate

\* to meet the various cases that continually occur at whist tables. Hence disputes, wagers, references, &c. arise, which are often decided differently by different referees, unsatisfactorily to the disputants, and sometimes unaccountably to those interested. It has therefore long been a desideratum, that a Code should be attempted, which having undergone the ordeal of examination by proper judges, should, with any addition they may think proper to make, be hung up in the various club-rooms, as a classical authority to be referred to on all occasions. As nobody has undertaken this necessary task, whose acknowledged judgment would prevent all difference of opinion, I have attempted something of the kind. The cases, with their decisions, I know to have happened; and the consequent rules which I endeavour to establish, are founded on the following principles of all laws, viz. That penalties should be in exact proportion to the advantages possible to accrue from the transgression.

Whether these regulations are adopted or not, if they stimulate some person more capable of the task to accomplish what I fail in, I shall by no means regret the trouble I have taken, or be mortified at the rejection of my opinions.

**Case 1.** The parties were each at the score of 8. A, the elder hand called, having but one honour in his hand, and his partner did not answer it. B, the next adversary, *though he had two honours*, did not call as he of course thought it could be to no purpose. The game being played out was won against the honours. This was referred on the spot, and decided in favour of the tricks; but in my opinion, so improperly, that I do not hesitate to propose the following Law to be added to the present Code.—

“Whoever calls, having only one honour in his hand, should forfeit in proportion to any advantage that actually *does* or *may* possibly accrue, from the fault. Should it prevent the adversaries from calling, after the hand is played out, the honours shall take place of the tricks.

**Case 2.** The dealer after showing the trump card,

through awkwardness, let it fall on its face. It was determined on the spot that the deal should not stand good, but the card having been seen, as there could be no possible advantage made by the mistake, I am of a different opinion, and propose the following addition to the 5th law as it now stands in this book—

“But if the card is shown and falls on his face by accident *afterwards*: then the deal to stand good.”

*Case 3.* *A* playing out of his turn, *B* his partner was directed to play a trump. *B* however led another suit, and three or four cards were played before it was discovered that *B* had a trump in his hand. It was referred to me on the spot, as no printed laws reached the case. I decided that the cards should be taken up again, and a trump led by *B* as directed. This decision was approved by both parties, and I propose it as a law on any similar occasion.

*Case 4.* *A* called at 8, his partner did not answer, though he had an honour, having a bet on the odd trick. The adversaries contended that the deal should not stand, and a wager was laid in consequence and referred to me. I decided that the game was fairly won, because there could be no possible advantage made of the circumstance as far as related to the game, though it might as to the trick, had that been the case referred. I think it impossible to object to the following law, viz.—

“No one is obliged to answer to his partner’s call even though he has the other two honours in his hand.”

*Case 5.* *A* at the score of 8, on gradually opening his hand, saw two honours in it immediately and told his partner of it who did not answer. *A* continuing to look through his cards found a third honour and showed them down. It was contended that he had no right to do this, and decided as I hear against him: but I am fully convinced improperly, and I propose as a Law, that

“No man having three honours in his hand can be precluded from taking advantage of them at any time previous to his playing a card.”

I shall now attempt to frame a Law, which, if agreed to, will in my opinion, put a stop to a practice that, though

perhaps not meant so, is in itself absolutely unfair, and what is still worse, is the parent of all those unpleasant disputes and altercations which form the only objections to a game in every other respect calculated for rational amusement. I need scarcely add, that I mean the discovery, by words or gestures, of your approbation or dislike to your partner's play, before the deal is absolutely finished. I do not mean to prevent talking over the last hand between the deals, but that it should be absolutely prohibited under a severe penalty to say a word between the turning up of the trump card and playing the last card of the deal, except what is already allowed by the rules of the game—such as to ask what are trumps, to desire the cards may be drawn, &c. The Law I propose is this—

“Whoever shall by word or gesture, manifestly discover his approval or disapprobation of his partner's mode of play, or ask any question but such as are specifically allowed by the existing laws of Whist, the adversary shall either add a point to his own score, or deduct one from the party so transgressing, at his option.”

### CONCLUSION.

I have been desired by some beginners to whom this book is particularly addressed to give a minute definition of two words, which though universally used are not generally understood, I mean *Tenace* and *Finesse*. Indeed the game depends so much on the comprehension of their principles, that any man desirous of obtaining even a competent knowledge of it, will never regret the trouble of the study.

Many parts of whist are mechanical, and neither maxims nor instructions are necessary to inform the beginner, that an ace wins king, or that you must follow the suit played, if you have one in your hand.

The principle of the *Tenace* is simple. If *A* has the ace and queen of a suit, and *B* his adversary, has the king and knave, the least consideration will show that if

**A** leads, **B** wins a trick, and *vice versa*; of course, in every such situation it is the mutual plan of players by leading a losing card to put it into the adversary's hand to oblige him to lead that suit, whereby you preserve the tenace. So far is easily comprehended; but it requires attention with practice to apply the *principles* so obvious in the *superior*, to the *inferior* cards, or see that the same tenace operates occasionally with the seven and five, as the ace and queen, and is productive of the same advantage: **A**, *last* player, remains with the ace and queen of a suit not played, the *last* trump, and a losing card. **B**, his *left-hand* adversary, leads a forcing card. Query—How is **A** to play? Answer—If three tricks win the game, or any particular point, he is not to ruff, but throw away his losing card, because his left-hand adversary being then obliged to lead to his suit, he remains tenace, and must make his ace and queen. But upon a supposition that making the four tricks gains him the rubber, he should then take the force, as in these situations you are justified in giving up the tenace for an equal chance of making any material point.

The *Finesse* has a near affinity to the tenace, except that the latter is equally the object where *two*, and the former only where there are *four* players. **A** has the ace and queen of a suit led by his partner, now the dullest beginner will see it proper to put on the queen; and this is called *finesting* it, and the intention is obviously to prevent the king from making, if in the hand of his right-hand adversary. Should it not be there it is evident you neither gain nor lose by making the finesse; but few players carry this idea down to the inferior cards, or see that a trick might be made by a judicious finesse, against an eight, as a king—but to know exactly when this should be done, requires more skill than in the more obvious cases, united with memory and observation. Another case of finesse even against two cards, frequently occurs, and the reason on reflection is self-evident.

*A* leads the ten of a suit of which his partner has the ace, knave, and a small one; *B* should finesse or let the ten pass; even though he knows the king or queen are in his left-hand adversary's hand: because he preserves the tenace and probably makes two tricks; whereas had he put on his ace, he could make but one—in short, tenace is the game of position, and finesse, the art of placing yourself in the advantageous one.

## THE

# GAME OF QUADRILLE.

THE Game of Quadrille is played by four persons. The number of cards required are forty. The four tens, nines, and eights, are discarded from the pack. The deal is made by distributing the cards to each player, three at a time, for two rounds, and four at a time, for one round; commencing with the right-hand-player who is eldest hand.

The trump is made by him or her who plays, with or without calling, by naming spades, clubs, diamonds, or hearts, and the suit so named becomes trumps.

The two following tables will show the rank and order of the cards, when trumps, or when not so.

### RANK AND ORDER OF THE CARDS WHEN TRUMPS.

#### *Clubs and Spades.*

**Spadille**, the ace of spades.

**Manille**, the deuce of spades,  
or of clubs,

**Basto**, the ace of clubs.

**King.**

**Queen.**

**Knave.**

**Seven.**

**Six.**

**Five.**

**Four.**

**Three.**

---

11 in all.

#### *Hearts and Diamonds.*

**Spadille**, the ace of spades.

**Manille**, the seven of hearts,  
or of diamonds,

**Basto**, the ace of clubs.

**Punto**, the ace of hearts or  
of diamonds.

**King.**

**Queen.**

**Knave.**

**Deuce.**

**Three.**

**Four.**

**Five.**

**Six.**

---

12 in all.



# RANK AND ORDER OF THE CARDS WHEN NOT TRUMPS.

## *Clubs and Spades.*

King.  
Queen.  
Knave.  
Seven.  
Six.  
Five.  
Four.  
Three.  
Deuce.

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9 in all.

## *Hearts and Diamonds.*

King.  
Queen.  
Knave.  
Ace.  
Deuce.  
Three.  
Four.  
Five.  
Six.  
Seven.

---

10 in all.

From these tables it will be observed that spadille and basto are always trumps; and that the red suits have one trump more than the black: the former twelve, the latter only eleven.

There is a trump between spadille and basto, which is called manille, and is in black the deuce, and in red the seven: they are the second cards when trumps, and the last in their respective suits when not trumps. Example: the deuce of spades being second trump, when they are trumps, and the lowest card when clubs, hearts, or diamonds are trumps; and so of the rest.

Punto, is the ace of hearts or diamonds, which are above the king, and the fourth trump, when either of those suits are trumps; but are below the knave, and called ace of diamonds or hearts when they are not trumps. The two of hearts or diamonds is always superior to the three; the three to the four; the four to the five; and the five to the six: the six is only superior to the seven when it is not trumps, for when the seven is manille, it is the second trump.

There are three matadores, viz. spadille, manille, and basto; whose privilege is, when the player has no other trumps but them, and trumps are led, he is not obliged

to play them, but may play what card he thinks proper, provided, however, that the trump led is of an inferior value; but if spadille should be led, he that has manille or basto only is compelled to play it, which is the case with basto in respect to manille, the superior matodores always forcing the inferior.

Although, properly speaking, there are but three matadores, yet all those trumps which succeed the three first without interruption, are also called matadores; but the three first only enjoy the privilege above stated.

### TERMS USED IN THE GAME OF QUADRILLE.

*To ask leave*, is to ask leave to play with a partner, by calling a king.

*Basto*, is the ace of clubs, and always the third best trump.

*Bast*, is a penalty incurred by not winning when you stand your game, or by renouncing; in which cases you pay as many counters as are down.

*Cheville*, is being between the eldest hand and the dealer.

*Codille*, is when those who defend the pool make more tricks than those who defend the game, which is called winning the codille.

*Consolation*, is a claim in the game, always paid by those who lose, whether by codille or remise.

*Devole*, is when he who stands the game makes no trick.

*Double*, is to play for double stakes, with regard to the game, the consolation, the sans prendre, the matadores, and devole.

*Force*; the ombre is said to be forced, when a strong trump is played for the adversary to over-trump. He is likewise said to be forced, when he asks leave, and one of the other players obliges him to play sans prendre, or pass, by offering to play sans prendre.

*Forced spadille*, is when all have passed, he who has spadille is obliged to play it.

*Forced sans prendre*, is, when having asked leave, one

## QUADRILLE.

the players offers to play alone, in which case you are obliged to play alone, or pass.

*Friend*, is the player who has the king called.

*Impasse*. To make the impasse, is, when, being in che-  
e, the knave of a suit is played of which the player  
the king.

*Sanille*, is, in black, the deuce of spades or clubs; in  
the seven of hearts or diamonds: and is always the  
and best trump.

*Dark*, means the fish put down by the dealer.

*File*, is a mark of ivory, which is sometimes used,  
stands for ten fish.

*Matadores*, or mats, are spadille, manille, and basto,  
ich are always the three best trumps. False mata-  
es, are any sequence of trumps, following the mata-  
es regularly.

*Ombre*, is the name given to him who stands the game,  
calling or playing sans appeller, or sans prendre.

*Party*, is the duration of the game according to the  
mber of tours agreed to be played.

*Pass*, is the term used when you have not a hand ei-  
er to play alone, or with calling a king.

*Ponto*, or *punte*, is the ace of diamonds, when diamonds  
e trumps; or hearts, when they are trumps; and is  
en the fourth trump.

*Pool*. The pool consists of the fish, which are staked  
the deals, or the counters put down by the players,  
the basts which go to the game. To defend the pool  
to be against him who stands the game.

*Prise*, is the number of fish or counters given to each  
yer at the commencement of the game.

*Regle*, is the order to be observed at the game.

*Remise*, is when they who stand the game do not make  
ore tricks than they who defend the pool, and then  
ey lose by remise.

*Renounce*, is not to play in the suit led when you have  
likewise when not having any of the suit led, you  
n with a card that is the only one you have of that  
it in which you play.

*Reprise*, is synonymous with party.

*Report*, is synonymous with reprise, and party.

*Roi Rendu*, is the king surrendered when called, and given to the ombre, for which he pays a fish. In which case the person to whom the king is given up must win the game alone.

*Spadille*, is the ace of spades; which is always the best trump.

*Sans appeller*, is playing without calling a king.

*Sans prendre*, is erroneously used for sans appeller, meaning the same.

*Tenace*, is to wait with two trumps that must make, when he who has two others is obliged to lead; such as the two black aces against manille or punto.

*Tours*, are the counters, which they who win put down, to mark the number of coups played.

*Vole*, is to get all the tricks, either with a friend or alone, sans prendre, or declared at the first of the deal.

## LAWS OF THE GAME OF QUADRILLE, AS PLAYED IN THE MOST FASHIONABLE CIRCLES.

1. The cards are to be dealt by fours and threes, and in no other manner. The dealer is at liberty to begin by four or three. If in dealing there is a faced card, there must be a new deal unless it is the last card.

2. If there are too many or too few cards, it is also a new deal.

3. No penalty is inflicted for dealing wrong, but the dealer must deal again.

4. If you play with eleven cards you are basted.

5. He who has asked leave is obliged to play.

6. No one should play out of his turn; if, however, he does, he is not basted for it; but the card played may be called at any time in that deal, provided it does not cause a revoke: or either of the adversaries may demand the partner of him who played out of his turn, or his own partner, to play any suit he thinks fit.

7. No matadore can be forced but by a superior matt; but the superior forces the inferior, when led by the first player.

8. Whoever names any suit for trumps, must abide by it, even though it should happen to be his worst suit.

9. If you play *sans prendre*, or have *matadores*, you are to demand them before the next dealer has finished his deal, otherwise you lose the benefit.

10. If any one names his trump without asking leave, he must play alone, unless youngest hand, and the rest have passed.

11. If any person plays out of his turn, the card may be called at any time, or the adversaries may call a suit.

12. If the person who won the sixth trick plays the seventh card, he must play the vole.

13. If you have four kings, you may call a queen to one of your kings, or call one of your kings: but you must not call the queen of trumps.

14. If a card is separated from the rest, it must be played, if the adverse party has seen it; unless the person who separated it plays *sans prendre*.

15. If the king called, or his partner, play out of turn, no vole can be played.

16. No one is to be basted for a renounce, unless the trick is turned and quitted; and if any person renounces, and it is discovered, if the player should happen to be basted by such renounce, all the parties are to take up their cards, and play them over again.

17. Forced spadille is not obliged to make three tricks.

18. The person who undertakes to play the vole, has the preference of playing before him who offers to play *sans prendre*.

19. The player is entitled to know who is his king called, before he declares for the vole.

20. When six tricks are won, the person who won the sixth must say, "I play, or do not play the vole," or "I ask"—and no more.

21. He who has passed once has no right to play after, unless he has spadille; and he who asks must play, unless somebody else plays *sans prendre*.

22. If the players show their cards before they have won six tricks, they may be called.

23. Whoever has asked leave, cannot play sans prendre, unless he is forced.

24. Any person may look at the tricks when he is to lead.

25. Whoever, playing for a vole, loses it, has a right to the stakes, sans prendre, and matadores.

26. Forced spadille cannot play for the vole.

27. If any person discovers his game he cannot play the vole.

28. No one is to declare how many trumps are out.

29. He who plays, and does not win three tricks, is bastarded alone, unless forced spadille.

30. If there are two cards of a sort, it is a void deal, if discovered before the deal is played out.

### SHORT RULES FOR LEARNERS.

1. When you are the ombre, and your friend leads from a matt, play your best trump, and then lead the next best the first opportunity.

2. If you possess all the trumps continue leading them, except you hold certain other winning cards.

3. If all the matts are not revealed, by the time you have six tricks, do not risk playing for the vole.

4. When you are the friend called, and hold only a matt, lead it: but if it is guarded by a small trump, lead that. But when the ombre is last player, lead the best trump you possess.

5. Panto in red, or king of trumps in black, are good cards to lead when they are your best, and should either of them succeed, then play a small trump.

6. If the ombre leads to discover his friend, and you have king, queen, and knave, put on the knave.

7. Preserve the suit called, whether friend or foe.

8. When playing against a lone hand, never lead a king unless you have the queen; nor change the suit; and prevent, if possible, the ombre from being last player.

9. You are to call to your strongest suits, except you

have a queen guarded, and if elder hand, you have a better chance than middle hand.

10. A good player may play a weaker game, either elder or younger than middle hand.

# **MANNER OF PLAYING THE GAME AND DEALING THE CARDS, OF THE STAKES, OF SPEAKING, OF THE BAST, &c. &c.**

1. Every person is to play as he thinks proper, and most advantageously to his own game.

2. No one is to encourage his friend to play; but each person should know what to do when he is to play.

3. The stakes consist of seven equal billets or contracts, as they are sometimes called, comprising the ten counters and fishes, which are distributed to each player. A mille is equal to ten fish, and every fish to ten counters: the value of the fish is according to the players' agreement, as also the number of tours; which are usually fixed at ten, and marked by turning the corners of a card.

4. Each player having got his ten cards, he that is on the right hand of the dealer, after examining his game, and finding his hand proper to play, must ask if they play; or, if he has not a good hand, he passes, and so the second, third, and fourth. All four may pass: but he who has spadille, after having shown or named it, is compelled to play by calling a king.

5. If the deal is played in this manner, or one of the players has asked leave, and no one choosing to play without calling, the eldest hand must begin; previously naming his suit, and the king he calls: he who wins the trick must play another card, and the rest of course, till the game is finished. The tricks are then reckoned, and if the ombre, meaning him who stands the game, has together with him who has king called, six tricks, they have won, and are accordingly paid the game, the consolation, and the matadores, if they have them, and divide what is upon the game, and the basts if there be any.

6. Should they make only five tricks, it is a remise, and

they are basted, what goes upon the game ; paying to the other players the consolation and the matadores. When the tricks are equally divided between them, they are also basted; and if they make only four tricks between them, it is a remise. Should they make less, they lose codille, and in that case pay their adversaries what they should have received if they had won ; namely, the game, consolation, and matadores, if they have them, and are basted what is upon the game ; and if they win codille, divide the stakes. The bast, and every thing that is paid, arise equally from the two losers; one half by him who calls, and the other by him who is called; the same in case of codille as remise, unless the ombre does not make three tricks, in which case, he who is called is not only exempt from paying half the bast, but also the game, consolation, and matadores, if there are any, which in that case, the ombre pays alone, and likewise in case of a codille as a remise. This rule is enforced to prevent unreasonable games being played.

7. A single case may occur, in which if the ombre makes only one trick, he is not basted alone; which is, when not having a good hand, he passes, and all the other players have passed likewise, and he having spadille is compelled to play. In this case, it would be unjust to oblige him to make three or four tricks ; wherefore he who is called pays half of the losing ; for this reason, he who has spadille, with a bad hand, should pass, in order that if he is afterwards obliged to play by calling a king (which is called forced spadille), he may not be basted singly.

8. The player who has once passed, cannot be allowed to play, and he who has asked leave cannot refuse to play; unless another should propose playing without calling.

9. When a person has four kings he may call a queen to one of his kings, but not that which is trumps. He who has one or more kings, may call one of those kings; but in this case he must make six tricks alone, and therefore, wins or loses singly. The king of the suit in which he plays cannot be called.



10. When he who is not eldest of hand has the king called, and plays spadille, manille, or basto, or even the king called, in order to show that he is the friend, having other kings that he is apprehensive the ombre may trump, he is not to be allowed to go for the vole; and he is basted. If it should appear it is done with that design.

11. No hand is allowed to be shown, though codille may already be won, in order that it may be seen whether the ombre is basted singly. Should the ombre or his friend show his cards before he has made six tricks, judging that he might have made them, and there should appear a possibility of preventing his making them, the other players may compel him to play his cards in what order they choose.

12. Whoever plays without calling must himself make six tricks to win; all the other players being united against him, and therefore exert their combined efforts to distress him. Whoever plays without calling, is permitted to play in preference to any other, who would play with calling: nevertheless, if he who has asked leave will play without calling, he has the preference of him who would force him. These are the two methods of play without calling, which are called *forced*.

13. He who plays without calling, not dividing the winnings with any other player, consequently when he loses pays all himself. Should he lose by remise, he is basted, and pays each other player the consolation, the *sans appeller* (commonly, though erroneously, called the *sans prendre*) and *matadores*, should there be any. Should he lose codille, he is also basted, and pays each player what he would have received from each, if he had won. Those who win codille divide the gains; and if there be any remaining counters, they belong to the player of the three who may have the spadille, or the highest trump in the succeeding deal. The same rule operates with respect to him who calls one of his own kings; he wins or loses alone, as in the other case, except the *sans appeller*, which he neither pays, or receives, although he plays singly.

14. Should he play *sans appeller*, though he may have

a sure game, he is compelled to name his suit ; if he does not, though he shows his cards and says " I play sans appeller," either of the players can oblige him to play in which suit he chooses, though he should not have a trump in that suit.

15. No player is compelled to trump, when he is not possessed of any of the suit led; nor obliged to play a higher card in that suit if he has it; although he is the last player, and the trick belongs to the ombre; but he is compelled to play in the suit led if he can, otherwise he renounces. Should he separate a card from his game and show it, he is compelled to play it; if, by not doing it, the game should be prejudiced, or give any intelligence to his friend, but particularly if it should be a matadore. He who plays sans appeller, or by calling himself, is not subject to this rule.

16. One player may turn the tricks made by the others, and reckon what has been played; but only when it is his turn to play. Should he, instead of turning a player's tricks, turn and see his game, or show it to the other players, he is basted together with him whose cards he turned; each paying a moiety of the loss.

17. He who renounces is basted as often as detected; but no renounce takes place till the trick is turned. Should the renounce be discovered before the deal is finished, and has proved detrimental to the game, the cards must be taken up again, and the game replayed from that trick where the renounce began. But should all the cards be played, the bast still is made, and the cards must not be replayed, unless there should be several renounces in the same deal. In this case they are to be played again, unless the cards should have been previously mixed together. When several basts appear in the same deal, they all go together, unless a different agreement is made; and in cases of basts, the greatest is first reckoned.

### PARTICULAR GAMES.

Having made the learner acquainted with the rules necessary to a perfect knowledge of the game of quadrille

we shall now present him with a copious collection of such cases as give a fair chance of winning the game by calling a king; with directions at the end of each case what trump it is necessary to lead.

### GAMES IN RED, WHICH MAY BE PLAYED, CALLING A KING.

1. Spadille, manille, two small hearts or diamonds, the queen of clubs, and one small one, and four small cards of the other suits. Lead a small trump.

2. Spadille, manille, two small hearts or diamonds, with the knave and two small clubs, and three small cards of the other suits. Lead a small trump.

3. Spadille, manille, two small hearts or diamonds, three small clubs, and three small cards of the other suits. Lead a small trump.

4. Spadille, punto, king, queen, and one small heart or diamond, three small clubs, the queen and one spade. Lead punto.

5. Spadille, punto, king, knave, and one small heart or diamond, the knave and two small clubs, and two small spades. Lead punto.

6. Spadille, king, queen, knave, and one small heart or diamond, with the queen, knave, and one small club, and two small spades. Lead the king of trumps.

7. Spadille, three, four, five, and six of hearts or diamonds, king of clubs and one more, queen and two small spades; whether elder or any other hand, when you have the lead play a small trump; in the second lead play spadille.

8. Manille, basto, punto, and two small hearts or diamonds, three small clubs, and the knave, and one spade. Lead manille.

9. Manille, basto, king, and two small hearts or diamonds, queen and one small club, and three small spades. Lead manille.

10. Manille, basto, queen, and two small hearts or diamonds, queen and two small clubs, knave and one spade. Lead manille.

11. Manille, basto, with the three smallest hearts or diamonds, queen and one small club, knave and two small spades. Play a small trump.

12. Manille, punto, king, and two small hearts or diamonds, queen, knave, and one small club, king and one small spade. Lead manille.

13. Manille, punto, queen, and two small hearts or diamonds, queen and one small club, king and two small spades. Play a small trump.

14. Manille, punto, and three small hearts or diamonds, knave and one small club, king, queen, and one small spade. Play a small trump.

15. Manille, and the four smallest hearts or diamonds, queen and one small club, king, queen, and a small spade. Play a small trump.

16. Basto, punto, king, and two small hearts or diamonds, king and queen of clubs, queen and two small spades. Lead basto.

17. Basto, punto, queen, and two small hearts or diamonds, queen, knave, and one small club, king and queen of spades. Lead basto.

18. Basto, punto, and three of the smallest hearts or diamonds, king and queen of clubs, queen, knave, and one small spade. Play a small trump.

19. Basto, and the four smallest hearts or diamonds, king and queen of clubs, queen, knave, and one small spade. Play a small trump.

20. Punto, king, queen, and two small hearts or diamonds, king and queen of clubs, queen, knave, and one small spade. Lead punto.

21. Punto, king, and three small hearts or diamonds, king and queen of clubs, queen, knave, and one small spade. Play a small trump.

# GAMES IN BLACK, WHICH MAY BE PLAYED, CALLING A KING.

1. Spadille, manille, and two small clubs or spades, queen and two small hearts, and three small diamonds. Lead a small trump.

2. Spadille, manille, and two small clubs or spades, queen and two small hearts, and three small diamonds, Lead a small trump.

3. Spadille, manille, and two small clubs or spades, three small hearts, three small diamonds. Lead a small trump.

4. Spadille, king, queen, and two small clubs or spades, with the queen and one small heart, three small diamonds. Lead the king of trumps.

5. Spadille, king, knave, and two small clubs, queen and two diamonds, two small hearts. Play a small trump.

6. Spadille, queen, and three small clubs or spades, queen and two small hearts, two small diamonds. Play a small trump.

7. Spadille, and the four smallest clubs or spades, king and one small heart, queen and two small diamonds. Play a small trump.

8. Manille, basto, king, and two small clubs or spades, three small hearts, and two small diamonds. Lead manille.

9. Manille, basto, queen, and two small clubs or spades, three small hearts, queen and one small diamond. Lead manille.

10. Manille, basto, knave, and two small clubs or spades, knave and one heart, three small diamonds. Lead manille.

11. Manille, basto, and three small clubs or spades, queen and two small hearts, knave and one small diamond. Lead manille.

12. Manille, king, queen, and two small clubs or spades, king and one small heart, queen, knave, and one small diamond. Lead manille.

13. Manille, king, knave, and two small clubs or spades, king and one small heart, queen and two small diamonds. Lead manille.

14. Manille, king, and three small clubs or spades, queen and two small hearts, king and one small diamond. Play a small trump.

15. Manille, and the four smallest clubs or spades, king,

queen, and one small heart, two small diamonds. Play a small trump.

16. Basto, king, queen, and two small clubs or spades, queen and two small hearts, king and one small diamond. Lead basto.

17. Basto, king, knave, and two small clubs or spades, knave and one heart, king and two small diamonds. Lead basto.

18. Basto, king, and three small clubs or spades, king and queen of hearts, queen and two small diamonds. Play a small trump.

19. Basto, and four of the smallest clubs or spades, king and queen of hearts, queen, knave, and one small diamond. Play a small trump.

20. King, queen, knave, and two small clubs or spades king and queen of hearts, knave and two small diamonds. Lead the king of trumps.

21. King, queen, seven, six, and five of clubs or spades, king and queen of hearts, queen, knave, and one small diamond. Lead the king of trumps.

Remember to call to your strongest suits, excepting when you have a queen guarded. If you are elder hand, you have a fairer chance to win, than if middle hand, because you have an opportunity of leading a trump, which frequently obliges your adversaries to play against each other.

## GAMES SANS PRENDRE, OR ALONE, IN BLACK, ELDER HAND LEADING A TRUMP.

1. Spadille, manille, basto in clubs, king and six of diamonds, king and six of hearts, king, five, and six of spades.

2. Three matadores, and three of clubs, king and six of diamonds, king and six of hearts, two small spades.

3. Three matadores, three and four of clubs, king and six of diamonds, three small hearts.

4. Three matadores, with three, four, and five of clubs, two small diamonds and two small hearts.

5. Spadille, manille, king, knave, three and four of clubs, two small diamonds, and two small hearts.

6. Spadille, manille, king, three, four, and five of clubs, two small diamonds, and two small hearts.

7. Manille, basto, queen, three, four, and five of clubs, king and six of diamonds, and two small hearts.

8. Spadille, three, four, five, and six of clubs, king and one small diamond, king of spades, king and one small heart.

9. Manille, king, queen, two small spades, king and one small heart, queen, knave, and one small diamond.

10. Manille, king, knave, and two small spades, king and one small heart, queen and two small diamonds.

11. Basto, king, queen, and two small spades, queen and two small hearts, king and one small diamond.

12. Basto, king, knave, two small spades, king and queen of hearts, queen and two small diamonds.

### GAMES SANS PRENDRE, OR ALONE, IN RED, ELDER HAND.

1. Three matadores in hearts, king and one small diamond, king and one spade, king and two clubs.

2. Three matadores, and three of hearts, king and one small diamond, king and queen of clubs, and two small spades.

3. Three matadores, three, four and five of hearts, two small diamonds, and two small clubs.

4. Spadille, manille, three, four, five and six of hearts, king and one club, and two small diamonds.

5. Spadille, manille, two, three, four, five, and six of hearts, king and two small diamonds, and one small club.

6. Four matadores in hearts, king and two small clubs, king and two small spades.

7. Manille, basto, punto, three and four of hearts, king and one club, king and two spades.

8. Manille, basto, punto, knave, three, four and five of hearts, one small diamond, and two small spades.

9. Manille, basto, punto, queen, three, four, and five of hearts, one small diamond, and two small clubs.

10. Spadille, two, three, four, five, and six of hearts, king and one diamond, king of spades, and king of clubs.

## CALCULATIONS.

It is about five to four that your partner holds one card out of two; and five to two that he holds one out of three certain cards.

### *Application of the above.*

1. Suppose you should hold one matadore. It is by the first calculation evident, that it is five to four in your favour that your partner holds one of the two, and consequently you may play your game accordingly.

2. Suppose you have no matadore, but with the assistance of one of them you have great odds of winning the game: you may observe by the second calculation, that it is about five to two that your partner holds one of them.

These calculations apply to a variety of cases, and will be found very useful to the player.

## ADDITIONS TO THE GAME OF QUADRILLE.

This game is sometimes played in a favourite suit, which is generally hearts, and which has the preference of playing alone, or the vole; for which an additional fish is paid or lost.

It is also played with roi rendu, called the mediateur, by buying a king you want from any, giving another card and paying a fish for it; with which you play alone, or sans prendre. But these are seldom played, and only render the game more complex and difficult for learners, and often prevent an agreeable party from making a pool.

Solitary quadrille is where it is agreed not to call, but always play sans prendre, with or without the mediateur; and if in any deal no one can play alone, then the cards



are to be dealt again, and such additions made to the stake as may have been agreed upon.

Solitary quadrille by three, or tredille, is by throwing out all (except the king) of one, and only the six of the red suit; each person playing on their own account, as at three-handed whist.

# THE GAME OF PIQUET.

**THE** game of piquet is played by two persons, with thirty-two cards; which are, the ace, king, queen, knave, ten, nine, eight, and seven of every suit. The ace is the highest, and is equal to eleven points; the king ranks above the queen, and the queen above the knave: they are each equal to ten points. The ten also reckons for ten; the nine for nine; the eight for eight; and so for the rest.

## TERMS USED IN THE GAME OF PIQUET.

*Carte Blanche*, is when you have not a pictured card in your hand, which reckons for ten points, and takes place of every thing else.

*Cards*, is the majority of the tricks which reckons for ten points.

*Capot*, is when either party makes every trick, which counts for forty points.

*Huitieme*, is eight successive cards of the same suit, and reckons for eighteen points.

*Point*, is the number of cards of the same suit, the ace as eleven, the pictured cards as ten, and the smaller cards by counting their pips, and counts for as many points as cards.

*Pique*, is when one player counts thirty in hand, or play before the adversary counts one; in which case, instead of thirty, it reckons for sixty, to which are added as many points as may be reckoned above thirty.

*Quatorze*, is the four aces, kings, queens, knaves, or tens, and reckons for fourteen points.

*Quart*, is four successive cards of the same suit, and reckons for four points. There are five kind of quarts, viz. ace, king, queen, knave, called quart-major, down to knave, ten, nine, eight, seven, a quart-minor.

*Quint*, is five successive cards of the same suit, and

reckons for fifteen points. There are four kinds of quints, viz. ace, king, queen, knave, ten called quint-major, down to knave, ten, nine, eight seven, a quint-minor.

*Repique*, is when one of the players counts thirty points before his adversary has counted one, or has claimed either point, sequence, or quatorze, when, instead of reckoning thirty he reckons ninety, and proceeds above as many points as he could above thirty.

*Sixieme*, is six successive cards of the same suit, and reckons for sixteen points. There are three kinds of sixiemes, viz. ace, king, queen, knave, ten, nine, a sixieme-major, down to queen, knave, ten, nine, eight, seven, a sixieme-minor.

*Septieme*, is seven successive cards of a suit, and counts for seventeen points. There are two sorts, viz. from the ace, to the eight inclusive, a septieme-major, and from the queen to the seven inclusive, a septieme-minor.

*Tierce*, is three successive cards of the same suit, and counts for three points. There are six kinds of tierces, viz. ace, king, queen, called tierce-major, down to nine, eight, seven, a tierce-minor.

*Talon*, or stock, is the eight remaining cards, after twelve are dealt to each person.

## LAWS, OF THE GAME OF PIQUET, AS PLAYED IN THE MOST FASHIONABLE CIRCLES.

1. If the dealer turns up a card in dealing, belonging to the elder hand, it is in the option of the elder hand to have a new deal.

2. If the dealer deals a card too many, or too few, it is in the option of the elder hand to have a new deal; but if he stands the deal, he must leave three cards for the younger hand.

3. Whoever deals twice successively, and recollects himself before he has seen his cards, may compel his opponent to deal, though the latter has seen his cards.

4. If there should be a faced card in dealing, there must be a fresh deal.

5. If there should be a faced card in the talon, or stock,

the deal must stand good, unless it is the upper card, or the first of the three that belong to the dealer: but in case of two faced cards, a new deal necessarily ensues.

6. Should the pack be erroneous, that is to say, should there be two tens, or any other two cards of the same suit; or should there be a supernumerary card, or one deficient, the deal is void; but the preceding deal remains valid.

7. The elder hand is obliged to lay out one card.

8. If the elder hand takes in one of the three cards which belong to the younger hand, he loses the game.

9. If the elder hand, in taking his five cards, should happen to turn up a card belonging to the younger hand, he is to reckon nothing that deal.

10. If the elder or younger hand plays with thirteen cards, he counts nothing.

11. If either of the players has thirteen cards dealt him, it is in the option of the elder hand, either to play the cards, or have a new deal, whichever he shall judge most advantageous: but should either of the players have fourteen cards, or more, a new deal must take place.

12. Should the elder hand have thirteen cards, and choose to play them, he must discard five, and take in four only.

13. If the elder or younger hand reckons what they have not, they count nothing.

14. If the elder hand touches the stock after he has discarded, he cannot alter his discard.

15. Carte blanche counts first, and consequently saves piques, and repiques.

16. In cutting you must cut two cards at the least.

17. If you play with eleven cards, or fewer, no penalty attends it.

18. If you call a point and do not show it, you reckon nothing for it; and the younger hand may show and reckon his point.

19. If the younger hand takes in five cards, it is the loss of the game, unless the elder hand has left two cards.

20. The player who omits, at the beginning, to reckon carte blanche, his points or the aces, &c. or any sequence he may have good in his hand, cannot afterwards reckon them.

21. Whoever forgets to show his point, sequence, &c. which he may have better than his opponent, before he plays his first card, cannot count them afterwards.

22. At the conclusion of each game, the players must cut for deal, unless there is a previous agreement to deal alternately throughout the party.

23. Neither player can discard twice; and if he has touched the stock, whatever cards he has discarded, cannot be again taken in.

24. No player may see the card he is to take in before he has discarded; wherefore, when the elder hand leaves any of the take-in cards, he must specify what number he takes in, or how many he leaves.

25. He who calls his game wrong, and does not correct himself before he begins to play, reckons nothing he has in his game: for if the adversary discovers it, at the beginning, middle, or end of the deal, he shall not only prevent his adversary from reckoning, but he shall himself reckon all he has good in his game, which the other cannot equal.

26. Any card which is separated, and has touched the board, is deemed to be played. Nevertheless, if a card is played to the antagonist's lead, of a suit different from what has been played, he is entitled to take it up, and play another of the proper suit; for as there is no penalty for a renounce, there cannot be any in this case. But if the player should have none of the suit led, and plays a card he did not intend, he is not permitted to take it up again after he has once quitted it.

27. Whoever says, "I play in such a suit," and afterwards does not play that suit which he should play, in order to see the cards the dealer has left, is liable to be compelled by his opponent to play in what suit the latter chooses.

28. The player who, by accident, or otherwise, turns or sees a card appertaining to the stock is to play in what suit his antagonist may fix on.

**MANNER OF PLAYING THE GAME OF PIQUET.**

1. The game consists of one hundred and one points. The usual mode of marking them is by cards, such as the six and the three of any suit to denote the units, and the six and the three of an opposite suit for the tens.

2. On commencing the game, the cards are shuffled, and the parties cut for deal. The person who cuts the lowest is the dealer. The non-dealer has a considerable advantage from being elder hand.

3. The dealer then shuffles the cards and presents them to his adversary, who may shuffle them if he thinks proper; but the dealer must have the last shuffle. They are then cut by the adversary, and the dealer gives two cards alternately, until each party has twelve. The remaining eight cards are placed upon the table, and are called the talon, or stock.

4. The first thing to be considered, after sorting the cards, is whether you have a *carte blanche*. When that is the case you must let your adversary discard, and when he is going to take his share from the talon, you must, before he has touched it, lay your twelve cards on the table, counting them one after another; and your adversary must not touch the cards he has discarded.

5. After the players have examined their hands, the elder hand discards the five cards which seem the least necessary for his advantage, and takes as many from the talon; and the youngest hand lays out three, and takes in the last three of the talon.

6. The first intention, with skilful players, in discarding, is to gain the cards, and to have the point, which most commonly induces them to keep in that suit of which they have the most cards, or that which is the strongest suit; for it is convenient, sometimes, to prefer forty-one in one suit to forty four in another, in which a quint is not made; sometimes, even having a quint, it is more advantageous to hold the forty-one, where, if one card only is taken, it may make it a quint-major, gain the point, or the cards, which could not have been done

by holding the forty-four, at least without an extraordinary *sake-jai*.

7. In discarding you must also endeavour to get a quatorze, that is, four aces, kings, queens, knaves or tens; each of which counts fourteen, and is therefore called a quatorze; the four aces prevent your adversary counting four kings, &c. and enables you to count a lesser quatorze, as of tens, although your adversary may have four kings, &c. because the stronger annuls the weaker: and you may also count three aces, three kings, three queens, three knaves, or three tens. Three aces are better than three kings; and he who has them may count his three tens, although the adversary may have three kings.

8. The same is to be observed in regard to the huitiemes, septiemes, sixiemes, quints, quarts, and tierces, to which the player must have regard in his discarding, so that what he takes in may make them for him.

9. The point being selected, the elder hand declares what it is, and asks if it is good: if his adversary has not so many, he answers "it is good:" if he has just as many, he answers, "it is equal:" but if he has more, he answers, "it is not good." The player who has the best, counts as many for it as he has cards which compose it; and whoever has the point counts it first, whether he is eldest or youngest.

10. The points, tierces, quarts, quints, &c. which are good are to be shown on the table, in order that their value may be seen and reckoned; but you are not obliged to show quatorzes, or three aces, kings, &c.

11. When each has examined his game, and the eldest, by the questions he asks, sees every thing that is good in his hand, he begins to reckon: first the *carte blanche*, then the point, then the sequences, and lastly the quatorzes, or threes of aces, kings, &c.; after which he begins to play his cards, counting one point for every figured card or ten.

12. When the elder hand has led his first card, the younger shows his point, if it is good also the sequences, quatorzes, or threes of aces, kings, &c. or *carte blanche*, if he has it; and having reckoned them all together, he

takes the first trick if he can with the same suit, and counts one for it; if he cannot, the other turns the trick and continues; and when the younger hand can take the trick, he may lead what suit he pleases.

13. In order to play the cards well, you must know the strength of your game, that is, by your hand you should know what your opponent has discarded, and what he retains. To do this, be particularly attentive to what he shows and reckons.

14. There are no trumps in the game of piquet; the highest card, therefore, of the suit led wins the trick.

15. When the elder hand has neither point nor any thing to reckon, he begins to count from the card he plays, which he continues till his adversary wins a trick, who then leads in his turn. He who wins the last trick counts two.

### GENERAL RULES.

1. Always play according to the stages of your game; that is, when you are backward in the game, play a pushing game, otherwise you are to make twenty-seven points elder hand, and thirteen points younger hand; and always compare your game with your adversary's, and discard accordingly.

2. Always discard with the view of winning the cards; for this is so essential a part of the game, that it generally makes twenty-two or twenty-three points difference; you are, therefore, not to discard for low quatorze, such as three queens, three knaves, or three tens, because in any of these cases the odds are three to one, elder hand, that you do not succeed, and seventeen to three, younger hand; for supposing you should go for a quatorze of queens, knaves, or tens, and throw out an ace or a king, by so doing you run the risk of losing above twenty points, in expectation of winning fourteen points.

3. At the beginning of a party always play to make your game, which is twenty-seven points elder hand, and thirteen points younger hand; therefore, if you are elder hand, and have a tierce-major, and the seven of



any suit, it is five to two but you take in one card out of any four certain cards: therefore, suppose you should have three queens, three knaves, or three tens, you are in this case to discard one of them, in preference to the seven of such a suit; because it is three to one that you do not take in any one certain card, elder hand, to make you a quatorze, consequently you discard the seven of such a suit to a great disadvantage.

4. If your adversary should be very much before you in the game, the consideration of winning the cards must be put entirely out of the question: therefore, suppose you should have a quart to a queen, or a quart to a knave; in which case it is only about five to four, being elder hand, but that you take in a card to make you a quint, and about three to one but that you take in a queen, a knave, or ten; and if you should have three of either dealt you, it is good play to make a push for the game, particularly if it is so far advanced as to give you but little chance for it in another deal; and in this and other cases, you may have recourse to the calculations ascertaining the odds.

5. As gaining the point generally makes ten points difference; when you discard you should endeavour to gain it, but not risk the losing of the cards by so doing.

6. It is so material to save the lurch, or to lurch your adversary, that you ought always to risk some points in order to accomplish either of them.

7. When you have six tricks with any winning card in your hand, be sure to play that card; because you play, at least, eleven points to one against yourself, by not doing so.

8. When you are considerably advanced in the game, (suppose for example, you are eighty to fifty,) it is your interest to let your adversary gain two points to your one as often as you can, particularly if you are elder hand the next deal: but if, on the contrary, you are to be younger hand, and are eighty-six to fifty or sixty, never regard the losing two or three points for the gaining of one, because that point brings you within your show.

9. The younger hand plays upon the defensive; therefore, in order to make his thirteen points, he is to carry tierces, quarts, and especially to strive for the point: but suppose him to have two tierces, from a king, queen, or knave, as it is twenty-nine to twenty-eight that he succeeds, he having in that case four certain cards to take in to make him a quart to either of them, and, perhaps thereby save a pique, &c. he ought preferably to go for that which he has the most chance to succeed in: but if, instead of this method of play, he has three queens, knaves, or tens, and should attempt to carry any of them preferable to the others, the odds that he does succeed being seventeen to three against him, he consequently discards to a great advantage.

10. Sometimes the elder or younger hand may sink one of his points (a tierce or three kings, queens, knaves, or tens) with the view of winning the cards: but this must be done with great judgment.

11. Sometimes it is good play for a younger hand not to call three queens, knaves, &c. and to sink one card of his point which his adversary may suppose to be a guard to a king or queen.

12. When the younger hand has a chance of saving or winning the cards by a deep discard; as, for example, suppose he should have the king, queen, and nine of a suit; or the king, knave, and nine of a suit; he may discard either of those suits, with a moral certainty of not being attacked in them; and the odds that he does take in the ace of either of those suits being against him, it is not worth his while to discard otherwise in expectation of succeeding.

13. When the younger hand has three aces dealt him, it is generally best for him to throw out the fourth suit.

14. The younger hand should generally carry guard to his queen suits, in order to make points, and save the cards.

15. If the younger hand observes that the elder hand, by calling his point, has five cards, which will make five tricks in play, and may have the ace and queen of another suit, he should throw away the guard to that kir-

especially if he has put out one of that suit, which will give him an even chance of saving the cards.

16. If the elder hand has a quart to a king dealt him, with three kings, and three queens, including the king to his quart, and is obliged to discard either one of his quart to the king, or to discard a king or queen; which is best for him to discard? The chance for taking in the ace or nine to his quart to a king, being one out of two certain cards, is exactly equal to the taking either a king or a queen, having three of each dealt him: he is, therefore, to discard in such a manner as gives him the fairest opportunity of winning the cards. This case may be a general direction to discard in all similar cases, either for elder or younger hand.

17. If the elder hand has taken in his five cards, and has the ace, king, and knave of a suit, having discarded two of that suit; if he has also the ace, king, knave, and two small cards of another suit, but no winning cards in the other suits, which of these suits should he play from, in order to have the fairest chance of winning or saving the cards? He is always to play from the suit of which he has the fewest in number; because if he finds his adversary guarded there, the probability is in his favour that he is unguarded in the other suit; and should he play from the suit of which he has the most in number, and finds his adversary's queen guarded, in that case he has no chance to save or win the cards.

18. When the elder hand is sure to make the cards equal, by playing of them in any particular manner, and is advanced before his adversary in the game, he must not risk the losing of them; but provided the adversary is greatly before him, in that case it is his interest to risk the losing of the cards, in endeavouring to win them.

### **CALCULATIONS, ILLUSTRATIVE OF THE BEST METHOD OF DISCARDING ANY HAND WELL.**

1. The chance of an elder hand's taking in one certain card, is 3 to 1 against him.

2. That of his taking in two certain cards, is 18 to 1 against him.

3. What are the odds that an elder hand takes in four aces?

Agst. him. For him.

That he takes in 4 aces, is . . . . . 986 to 1.

. . . . . 3 aces, about . . . . . 33 to 1.

. . . . . 2 aces, . . . . . 3 to 1.

. . . . . 1 ace, . . . . . 2 to 5.

4. If an elder hand has one ace dealt him, what are the odds that he takes in the other three?

Agst. him. For him.

That he takes in the 3 aces, . . . . . 113 to 1.

. . . . . 2 aces, . . . . . 6 to 1.

. . . . . 1 ace, . . . . . 2 to 3.

5. If an elder hand has two aces dealt him, what are the odds that he takes in the other two?

Agst. him. For him.

That he takes in the other two aces is . . . 18 to 1.

At least 1 of them, is near 5 to 4 } . 21 to 17.  
against him, or . . . . .

6. If an elder hand has two aces and two kings dealt him, what are the odds that he takes in two aces or two kings remaining?

Agst. him. For him.

It is about . . . . . 17 to 2.

7. If the elder hand has neither ace nor king dealt him, what is his chance to take in both an ace and a king in 2, 3, 4, or 5 cards?

Agst. him. For him.

In 2 cards, it is about . . . . . 11 to 1.

In 3 cards, . . . . . 4 to 1.

In 4 cards, . . . . . 9 to 5.

In 5 cards, . . . . . 33 to 51.

8. That a younger hand takes in two certain cards, is 62 to 1 against him.

9. That a younger hand takes in three certain cards, is 1139 to 1 against him.

10. The younger hand having no ace dealt him, the chance of his taking one is 28 to 29 for him.

11. If the younger hand has one ace dealt him, what are the odds of his taking in one or two of the three remaining aces?

Agst. him. For him.

That he takes in two of them is about . 21 to 1.

At least one of them . . . . . 3 to 2

12. The odds that the younger hand takes in one certain card is 17 to 2 against him.

13. The odds of a carte blanche are 1791 to 1 against him.

### COMPUTATIONS FOR LAYING WAGERS.

1. That the elder hand wins the game is 5 to 4.

2. That the elder hand does not lurch the younger hand is about 2 to 1.

3. That the younger hand does not lurch the elder hand is near 4 to 1.

4. Suppose A. and B. make a party at piquet. A. has the hand: what are the odds that A. wins the party? About 23 to 20.

5. If A. has one game, and B. one game, he who is eldest hand has about 5 to 4 to win the party.

6. If A. has two games love before they cut for the deal the odds are about 4 to 1 that he wins the party.

7. If A. has two games love, and has the hand, the odds are about 5 to 1 that he wins the party.

8. If B. has the hand when A. is two love, the odds in favour of A. are about 37 1-2 to 1.

9. If A. has two games, and B. one, before they cut, the odds in favour of A. are about 2 to 1.

10. If A. has the hand, and two games to one, the odds are about 11 to 4.

11. If B. has the hand when A. is two games to one, the odds in favour of A. are about 9 to 5.

12. If A. is one game love, and elder hand, the odds in favour of A. are about 17 to 7

13. If A. has one game love, and younger hand, the odds in favour of A. are about 2 to 1.

## THE GAME OF QUINZE.

**THIS** is a French game. It is usually played by only two persons, and is much admired for its simplicity and fairness ; as it depends entirely upon chance, is soon decided, and does not require that attention which most other games on the cards do ; it is, therefore particularly calculated for those who love to sport upon an equal chance.

It is called Quinze from fifteen being the game; which must be made as follows :

1. The cards must be shuffled by the two players, and when they have cut for deal, which falls to the lot of him who cuts the lowest, the dealer has the liberty at this, as well as at all other games, to shuffle them again.

2. When this is done, the adversary cuts them ; after which the dealer gives one card to his opponent, and one to himself.

3. Should the dealer's adversary not approve of his card, he is entitled to have as many cards given to him, one after the other, as will make fifteen, or come nearest to that number ; which are usually given from the top of the pack, for example ; If he should have a deuce, and draws a five, which amount to seven, he must go on, in expectation of coming nearer to fifteen. If he draws an eight, which will make just fifteen, he, as being eldest hand, is sure of winning the game. But if he overdraw himself, and make more than fifteen, he loses, unless the dealer should happen to do the same ; which circumstance constitutes a draw game, and the stakes are consequently doubled. In this manner they per-

vere, until one of them has won the game, by standing and being nearest to fifteen.

4. At the end of each game, the cards are packed and shuffled, and the players again out for deal.

5. The advantage is invariably on the side of the elder hand.



## THE GAME OF, VINGT-UN.

THE game of Vingt-un, or Twenty-one, resembles the game of quinze. It may be played by two or more persons, and as the dealer is advantageous, and often continues for a considerable time with the same person, it is customary to determine it at the commencement by the first ace turned up, or in any other mode that may be agreed upon.

The cards are all dealt out in succession, unless a natural vingt-un occurs; and in the meantime the pone, or youngest hand, should collect those that have been played, and shuffle them together, in order that they may be ready for the dealer against the period when he shall have distributed the whole pack.

In the first place the dealer is to give two cards, by one at a time, to each player, including himself. He is then to ask every person in rotation, beginning with the eldest hand on the left, whether he stands or wishes to have another card; which, if required, must be given from off the top of the pack, and afterwards another, or more if desired, till the points of the additional card or cards, added to those dealt, exceed or make twenty-one exactly, or such a number less than twenty-one as may be judged proper to stand upon.

But when the points exceed twenty-one, then the cards of that individual player are to be thrown up directly, and the stake paid to the dealer, who also is in turn entitled to draw additional cards, and on taking a vingt-un is to receive double stakes from all who stand the game, excepting such other players as may chance to have twenty-one; between whom it is thereby a drawn game.

When any adversary has a vingt-un, and the dealer

has not, in that case, the opponent so having twenty-one wins double stakes from him.

In the other cases, excepting where a natural vingt-un happens, the dealer pays single stakes to all whose numbers under twenty-one are higher than his own, and receives from those who have lower numbers. But nothing is paid or received by those who happen to have similar numbers with the dealer; and when the dealer draws more than twenty-one, he is to pay to all who have not thrown up their cards.

Whenever twenty-one is dealt in the first instance, it is styled a natural vingt-un, and should be declared immediately. It entitles the possessor to deal, and also to double stakes from all the players, unless there shall be more than one natural vingt-un. In this case the younger hand or hands so having the same, are excused from paying to the eldest; who takes the deal of course.

An ace may be reckoned either as eleven, or as one.

The court cards are counted as ten, and the rest of the pack according to their points.

The odds of this game depend merely upon the average quantity of cards likely to come under, or to exceed twenty-one. For example: If those in hand make fourteen exactly, it is seven to six that the one next drawn does not make the number of points above twenty-one; but if the points be fifteen, it is seven to six against that hand. Yet it would not therefore, in all cases be prudent to stand at fifteen; for as the ace may be calculated both ways, it is rather above an even wager that the adversary's two first cards amount to more than fourteen.

A natural vingt-un may be expected once in seven coups when two, and twice in seven times, when four persons play; and so on in proportion to the number of players.

## THE GAME OF LANSQUENET.

THE Game of Lansquenet may be played by almost any number of persons, although only one pack of cards is used at a time ; that is to say during the deal.

The dealer, who, some think, has an advantage, commences by shuffling the cards, and having them cut by any one of the party. He then deals out two cards on his left hand, turning them up, then one for himself, and a fourth, which he places in the middle of the table for the company, which is called the *rejouissance* card. Upon this card any, or all the company, excepting the dealer, may put their money, which the dealer is obliged to answer by staking a sum equal to the whole that is put upon it by different persons. He continues dealing, and turning the cards up, one by one, till two of a sort appear ; for instance two aces, two deuces, &c. which in order to separate, and that no person may mistake for single cards, he places on each side of his own card ; and as often as two, three, or the fourth card of a sort come up, he always places them, as before mentioned, on each side of his own. Any single card the company has a right to take and put their money upon, unless the dealer's own card happens to be double, which often occurs by this card being the same as one of the two hand cards which he first of all dealt out on his left hand. Thus he continues dealing till he brings either their cards, or his own. As long as his own card remains undrawn he wins ; and whichever card comes up first, loses. If he draws or deals out the two cards on his left, which are called the hand cards, before his own, he is entitled to deal again ; the advantage of which is no other than his being exempted from losing when he draws a similar card to his

owns, immediately after he has turned up one for himself.

This game is often played more simply without the *rejouissance* card; giving every person round the table a card to put their money upon. Sometimes it is played by dealing only two cards, one for the dealer, and another for the company.

\* It should likewise be observed, that the sum to be placed upon any card, or number of cards, is sometimes limited, above which the dealer is not obliged to answer.

## THE GAME OF PHARO.

THE Game of Pharo, or Faro, is very similar to Bag-set, a game formerly much in vogue. It may be played by any number of persons; and each player, or punter, as he is termed, is furnished with a suit of cards denominated a *livret*, and four other cards which are called figures; viz. the first is a plain card, with a blue cross, and is called the little figure, and designates the ace, dence, and three. The second is a yellow card, and answers for the four, five, and six. The third is a plain card, with a black lozenge in the centre; and designates the seven, eight, nine, and ten. The fourth is a red card, and answers for the king, queen, and knave.

The game may be played without these figures, as every punter has a suit of cards; but they are convenient for those who wish to punt, or stake upon seven cards at a time.

The money placed on the cards by the punter is answered by a banker, who limits the sums to be played for according to the magnitude of his bank. At public tables, the banker, according to the number of punters, has two, three, or more assistants called *croupiers*, whose business it is to watch the games of the several punters.

### TERMS USED IN THE GAME OF PHARO.

*Banker*, the person who keeps the table.

*Couche*, or *Enjeu*, the stake.

*Coup*, any two cards dealt alternately to the right or left.

*Croupier*, an assistant to the dealer.

*Doublet*, is when the punter's card is turned up twice in the same coup; in which case the bank wins half the

stake. A single *parolet* must be taken down, but if there are several, only one retires.

*Hockley*, signifies the last card but one, the chance of which the banker claims, and may refuse to let any punter withdraw a card when eight or less remain to be dealt.

*Livres*, a suit of thirteen cards, with four others, called figures, viz. one named the little figure, has a blue cross on each side, and represents ace, deuce, trois; another yellow on both sides, styled the yellow figure, signifies 4, 5, 6; a third with a black lozenge in the centre, named the black figure, stands for 7, 8, 9, 10; and a red card, called the great, or red figure, for knave, queen, king.

*L'une pour L'autre*, means a drawn game, and is said when two of the punter's cards are dealt in the same coup.

*Mauque*, signifies turning a card, or placing another face downwards, during any number of coups, on that whereon the punter has staked, and which he may afterwards display at pleasure.

*Oppose*, is reversing the game, and having the cards on the right for the punter, and those on the left for the dealer.

*Paix*, equivalent to double or quits; is, when the punter having won, does not choose to *parolet* and risque his stake, but bends or makes a bridge of his card, signifying that he ventures his gains only. A double *paix* is, when the punter having won twice, bends two cards one over the other. Treble *paix*, thrice, &c. A *paix* may follow a *sept*, &c. or *quinze*, &c. &c.

*Paix-Parolet*, is when a punter has gained a *parolet*, wishes then to play double or quits, and save his original stakes; double *paix-parolet* succeeds to winning a *paix-parolet*; treble *paix-parolet* follows double, &c.

*Parolet*, sometimes called cocking, is when a punter, being fortunate, chooses to venture both his stake and gains, which he intimates by bending a corner of his card upwards.

*PN*, is when a punter having lost half his stake by a

doublet, bends a card in the middle, and setting it up with the points and foot towards the dealer, signifies thereby a desire either of recovering the moiety, or of losing all.

*Punt*, the same as *Paix*.

*Punt*, the punter or player.

*Quinze et le va*, is when the punter having won a sept, &c. bends the third corner of the card, and ventures for fifteen times his stake.

*Sept, et. le va*, succeeds the gaining of a parolet, by which the punter being entitled to thrice his stake, risks the whole again, and bending his card a second time, tries to win sevenfold.

*Soixante, et le va*, is when the player having obtained a trente, ventures all once more, which is signified by making a fifth parolet, either on another card, if he has paroleted on one only before, or by breaking the side of that one which contains four, to pursue his luck in the next deal.

*Taillieur*, the dealer; generally the banker.

*Trente et le va*, follows a quinze, &c. when the punter again tries his luck, and makes a fourth parolet.

## METHOD OF DEALING, RULES OF THE GAME, &c.

1. The dealer, who is generally the banker, is seated at such a part of the table where he can best observe the games of the several punters. He then takes an entire pack of cards, which he ought invariably to count, lest there should be one card more or less than fifty-two. When this happens to be the case, the dealer forfeits his deal, and the bank must then pay every stake depending on the cards of the different punters.

2. After the cards are counted, the dealer must shuffle and mix them well, as no one but himself, or one of the bankers, is suffered to touch the cards, except to cut them; which is generally done by one of the punters.

3. After the cards are cut, the dealer shows the bottom card to the company, and leaves one of the same sort turned up on the table, that every one may know what

card is at the bottom, without asking the dealer. The punters having made their game, the dealer announces that he is about to begin his deal, by saying "play."

4. He now proceeds to turn the cards up from the top of the pack, one by one, placing the first card on his right hand, the second on his left; thus continuing, till he has turned up every card in the pack, laying twenty-six on one side, and twenty-six on the other. He also specifies the cards he turns up, as thus, ace, queen, &c. The first card which is placed on the right side, is for the bank: the second, which is placed on the left side, is for the punters, and so on alternately, until the whole pack is dealt out, stopping at the end of every second card, to observe if an event has taken place: in that case, to receive or pay, and to give the punters an opportunity of making their games.

5. When the punter wins upon his card, and does not desire to receive his money from the bank, but wishes to proceed on with his game, he makes a *paix*, or a *parolet*. A *paix* is made by doubling his card, and leaving his stake on it, which, if he wins a second time, entitles him to receive double the amount of his stake: and if he loses upon the second event, he saves his stake, having only lost what he had won upon the first event.

6. If having won a second, he ventures to proceed, he doubles another card, and places the card he plays on at the head of his double *paix*, and so on, as often as an event in his favour takes place, still continuing to save his original stake, if he loses, with the right to change his card, after every event: or even without an event, it is never refused, by asking leave of the dealer.

7. The *parolet* is made by cocking one corner of your card, and if you win the second time, it entitles you to three times the amount of your stake; but by the same rule, if you lose, you not only lose what you had won upon the first event, but your stake likewise.

8. After making a successful *parolet*, it not unfrequently happens that the punter, in order to save his stake upon the next event, makes a *paix-parolet*; which is done by doubling his card as before, after he has made



his first cock; and which, if he wins, entitles him to receive six times the amount of his stake.

9. But if the amount of the stake should be inconsiderable, he makes a second cock on his card, instead of doubling it, and which if he wins, entitles him to receive seven times the amount of his stake, and is called *Sept et le va*.

10. If he should happen to win a third time, and determines to proceed, he either makes a paix to his *Sept et le va*, or puts a third cock on his card, which is called a *Quinze et le va*, and which if he wins, entitles him to fifteen times the amount of his stake; and so on, as often as an event in favour of the punter takes place, and he continues his game without receiving from the bank the amount of his winnings as they arise. Doubling every time the amount of what he was entitled to receive upon the last event, besides including his stake at his own option, either to paix upon his *parolets*, or to add another cock to his card; which is called *Trente et le va*, and entitles him to receive thirty-one times the amount of his stake.

11. If after this, they continue fortunate, it very seldom happens they make a fifth cock; but this has been done by cutting the card in the side, and making a cock from that part of the card. But in general, those who play so bold as to venture to the fourth cock, and are fortunate enough to win upon that event, double their card with the four cocks; which will entitle them if they win to sixty-two times the amount of their stake, with this reserve, in case they lose, they save their stake. This is called a *Soixante et le va*.

12. It is the duty of the dealer to be particularly attentive to the punters, to observe that they do not, by mistake, double or cock a card when they are not entitled to do so, as it is considerably against the bank.

13. The dealer ought also to be extremely careful to hold the cards close and tight in his hand; as a person, with a keen eye, by placing himself on the right hand of the dealer, may discover the cards going to be turned, and make his game accordingly.

14. The dealer must always be ready to answer how many cards remain to be dealt, when he is asked by any of the punters, in order that they may know how to proceed; as it is considerably against them to make a fresh game, a paiz, or a parolet, when the cards are nearly out.

15. When the left hand card turned up is like that on the right, as two kings, two queens, &c. it is called a doublet, and the punter thereby loses half his stake. This is greatly in favour of the bank.

16. When this happens with a card on which a punter has made a parolet, he must take it down, but does not lose his stake. When there are more parolets than one, the punter is to take down but one corner of his card.

### ODDS AT THE GAME OF PHARO.

The chances of doublets vary according to the number of similar cards remaining among those undealt. The odds against the punter increase with every coup that is dealt.

When only eight cards are remaining, it is 5 to 3 in favour of the bank.

When only six cards, it is . . . . . 2 to 1.

When only four cards, . . . . . 3 to 1.

That the punter does not win his first stake is an equal bet.

That he does not win twice following, is . . . . . 3 to 1.

Three times following, is . . . . . 7 to 1.

Four ditto, is . . . . . 15 to 1.

Five ditto, is . . . . . 31 to 1.

Six ditto, is . . . . . 63 to 1.

# THE GAME OF ROUGE ET NOIR.

THE Game of Rouge et Noir, or Red and Black, is a modern one. It is so styled, not from the cards, but from the table on which it is played being covered with red and black cloth, in the places marked in the following table.

**THE TABLE.**

Dealer.	Rouge.	Noir.	Croupier.
	Rouge.	Noir.	
	Rouge.	Noir.	
	Noir.	Rouge.	
	Noir.	Rouge.	
	Noir.	Rouge.	

Any number of persons may play at this game. They are called punters, and may risk their money on which colour they please. The stakes are to be placed within the outside line.

The dealer and croupier being situated opposite to each other, as marked in the table, the dealer takes six packs of cards, shuffles them, and distributes them in various parcels to the different punters round the table, to shuffle and mix. He then finally shuffles them, and removes the end cards into various parts of three hundred and twelve cards, until he meets with a pictured card, which

he must place at the end. This done, he presents the pack to one of the punters, to cut, who places the pictured card where the dealer separates the pack, and that part of the pack beyond the pictured card, he places at the end nearest him, leaving the pictured card by which the punter had cut, at the bottom of the pack.

The dealer then takes a certain quantity of cards, about as many in number as a pack, and looking at the first card, to know its colour, puts it on the table with its face downwards; he then takes two cards, one red and the other black, and sets them back to back: these cards are turned, and placed conspicuously as often as the colour varies in each successive event, for the information of the company.

The punters having staked their money on either of the colours, the dealer says—*Votre jeu est il fait ?* Is your game made; or, *Votre jeu est il pret ?* Is your game ready? or, *Le jeu est pret, Messieurs.* The game is ready, Gentlemen. He then deals the first card with its face upwards, saying, *Noir*, and continues dealing, until the cards turned exceed thirty points in number, which he must mention, as *trente et un*, or whatever it may be.

As the aces reckon but for one, no card after thirty can make up forty; the dealer, therefore, does not declare the tens after thirty-one, or upwards, but merely the units, as two, three, &c. and always in the French language, as thus: if the number of points on the cards dealt for noir are thirty-five, he says—*cinq*, or five.

Another parcel is then dealt for rouge in a similar manner: and if the punter's stakes are on the colour that comes to thirty-one, or nearest to it, they win, which is announced by the dealer, who says, *rouge gagne*, red wins; or, *noir gagne*, black wins. These two parcels, one for each colour, make a coup.

The same number of points being dealt for each colour, the dealer says, *apres*, after. This is a doublet, or *un refait*, by which neither party wins, unless both colours are thirty-one, which the dealer announces, by saying, *un refait trente et un*, and he wins half the stakes punted on both colours. He, however, seldom takes the mo-

ney, but removes it into the middle line, on which colour the punters please: this is called the first prison, or *la premiere prison*; and if they win the next event, they draw their whole stake. In case of a second doublet, the money is removed into the third line, which is called the second prison, or *la seconde prison*. When this happens, the dealer wins three quarters of the money punted; and if the punters win the next event, their stakes are removed to the first prison.

The cards are sometimes cut, for which colour shall be dealt first: but in general the first parcel is for black, and the second red.

After the first card is turned up, no stakes can be made for that event.

The punter is at liberty to pay the proportion of his stake lost, or go to prison.

The banker at this game cannot refuse any stake, and the punter having won his first stake, may, as at Pharo, make a *parolet*, and pursue his luck up to a *soixante et le va*, if he pleases.

Bankers generally furnish punters with slips of card paper, ruled in columns, each marked N. or R. at the top, on which accounts are kept, by pricking with a pin, and when an *refait* happens, the same is denoted by running the pin through the middle.

The odds against *le refait* being dealt, are reckoned 63 to 1, but bankers acknowledge they expect it twice in three deals, and there are generally from 29 to 32 *coups* in each deal.

The odds of winning several following times are the same as at Pharo.

# THE GAME OF CRIBBAGE.

**THE** Game of Cribbage differs from all other games, by its immense variety of chances. It is reckoned useful to young people in the science of calculation. It is played with the whole pack of cards, generally by two persons, and sometimes by four. There are also different modes of playing, that is, with five, six, or eight cards; but the games principally played are those with five and six cards.

## TERMS USED IN THE GAME OF CRIBBAGE.

*Crib*, the cards thrown away by each party, and whatever points are made by them, the dealer is entitled to score.

*Pairs*, are two similar cards, as two aces, or two kings. They reckon for two points, whether in hand, or playing.

*Pairs royal*, are three similar cards, and reckon for six points, whether in hand or playing.

*Double pairs royal*, are four similar cards, and reckon for twelve points, whether in hand or playing. The points gained by pairs, pairs royal, and double pairs royal, in playing, are thus effected. Your adversary having played a seven, and you another, constitutes a pair, and entitles you to score two points: your antagonist then playing a third seven, makes a pair royal, and he marks six; and your playing a fourth, is a double pair royal, and entitles you to twelve points.

*Fifteens*. Every fifteen reckons for two points, whether in hand or playing. In hand they are formed either by two cards, such as a five and any tenth card, a six and a nine, a seven and an eight, or by three cards, as a two,

a five, and an eight, &c. And in playing thus, if such cards are played as make together fifteen, the two points are to be scored towards the game.

*Sequences*, are three, four, or more successive cards, and reckon for an equal number of points, either in hand or playing. In playing a sequence, it is of no consequence which card is thrown down first: as thus; your adversary playing an ace, you a five, he a three, you a two, then he a four. he counts five for the sequence.

*Flush*, is when the cards are all of one suit, and reckons for as many points as cards. For a flush in the crib, the card turned up must be of the same suit as those in hand.

*End-hold*, is gained by the last player, and reckons for one point when under thirty-one, and for two points when thirty-one. To obtain either of these points is considered a great advantage.

### LAWS OF THE GAME OF CRIBBAGE.

1. In dealing, the dealer may discover his own cards, if he pleases, but not those of his adversary. If he does, that adversary is entitled to mark two points, and call a fresh deal, if he pleases.

2. If the dealer gives his adversary too many cards, the adversary may score two points, and also demand another deal; provided he detects the error previous to his taking up his cards.

3. When any player is observed to have in his hand more than the proper number of cards, in that case the person who discovers it may mark four points to his game, and call a new deal, if he thinks proper.

4. If the dealer gives himself more cards than he is entitled to, the adversary may score two points to his game, and either call a fresh deal, or draw the extra cards from the dealer's hand.

5. If either party meddle with the cards, from the time they are dealt until they are cut for the turn-up card, his adversary is entitled to score two points.

6. If any player scores more than he is entitled to, the

either party has a right to put him back as many points as were so scored, and to score the same number to his own game.

7. If either party touches even his own pegs unnecessarily, the adversary may score two points to his game.

8. If either party take out his front peg, he must place the same behind the other.

9. Either party scoring a less number of points than are his due, loses or takes them as agreed before playing.

10. Each player has a right to pack his own cards, and should he place them on the pack, and omit scoring for them; whether hand or crib, he must not mark for them afterwards.

## METHOD OF PLAYING FIVE-CARD CRIBBAGE

The cribbage board is so universally known, that it is unnecessary to describe it, and the sixty-one points, or holes marked thereon, which constitute the game.

At the commencement of the game the parties cut for deal. The person cutting the lowest cribbage card is dealer, and the non-dealer scores three points, which is called *three for the last*, and may be marked at any period of the game. The deal is made by dealing one card alternately until each party has five.

Each player then proceeds to lay out two of the five cards for the crib, which always belong to the dealer. This done, the non-dealer cuts the remainder of the pack and the dealer turns up the uppermost. This card, whatever it may be, is reckoned by each party in hand or crib. If a knave, the dealer scores two points to his game.

After laying out and cutting as above-mentioned, the eldest hand plays a card, which the other endeavours to pair, or to find one, the points of which, reckoned with the first, will make 15; then the non-dealer plays another card, trying to make a pair, pair royal, flush where allowed of, or 15, provided the cards already played have not exceeded that number, and so on alternately till the



points of the cards played make 31, or the nearest possible number under that.

When the player whose turn it is to play has no card which will make 31, or come in under that number, he says "Go;" if his adversary then plays and makes 31, he takes two points; if under 31, he takes one for the end-hole or last play; and besides, the last player has often opportunities to make pairs, or sequences. Such cards as remain after this are not to be played; but each party, having, during play, scored his points gained, in the manner as hereafter directed, proceeds, the non-dealer first, then the dealer, to count and take for his hand and crib as follows, reckoning the cards every way they possibly can be varied, and always including the turned-up card.

For every 15 . . . . .	2 points.
. . . . . pair, or two of a sort, . . . . .	2 points.
. . . . . pair royal, or 3 of a sort, . . . . .	6 points.
. . . . . double pair royal, or 4 of a sort, . . . . .	12 points.
. . . . . sequence of any sort, according to the No.	
. . . . . flush according to the No.	
. . . . . knave, or noddie, of the same suit as was	

turned up, 1 point; but when turned up it is not to be reckoned again, nor is any thing to be taken for it when played.

## MAXIMS FOR LAYING OUT THE CRIB CARDS.

It is always highly necessary, in laying out cards for the crib, that every player should consider not only his own hand, but also whom the crib belongs to, and what is the state of the game; because what might be proper in one situation would be extremely imprudent in another.

If you should happen to possess a pair royal, be sure to lay out the other two cards, for either your own or your adversary's crib; except you hold two fives with the pair royal: in that case it would be extremely injudicious to lay them out for your adversary's crib, unless the cards you retain insure your game, or your adver-

my being so near home, that the crib becomes of no importance.

It is generally right to flush your cards in hand, whenever you can; as it may assist your own crib, or balk your opponent's.

Endeavour always to retain a sequence in your hand, and particularly if it is a flush.

Always lay out close cards, such as a three and four, a five and six, for your own crib, unless it breaks your hand.

As there is one card more to count, in the crib, at five-card cribbage, than there is in hand, be sure to pay great attention to the crib, as the probability of reckoning more points for the crib than hand is five to four.

For your own crib, always lay out two cards of the same suit, in preference to two of different suits, as this will give you the chance of a flush in the crib.

Never lay out cards of the same suit for your adversary's crib.

Endeavour always to balk your opponent's crib. The best cards for this purpose are, a king, with an ace, six, seven, eight, nine, ten; or a queen with an ace, six, seven, eight, or nine; or any cards not likely to form a sequence.

A king is generally esteemed the greater balk; as, from its being the highest card in the pack, no higher one can come in to form a sequence.

Never lay out a knave for your adversary's crib, when you can possibly avoid it, as it is only three to one, but the card turned up is of the same suit, by which he will obtain a point.

Even though you should hold a pair royal, never lay out for your adversary's crib, a two and three, a five and six, a seven and eight, or a five and any tenth card. Whenever you hold such cards, observe the stage of your game, and particularly if it is nearly ended, whether your adversary is nearly out, or within a moderate show, and it is your deal. When this is the case, you must retain such cards as will, in playing, prevent your adversary from making pairs or sequences, &c. and enable you to



Each party being 55 holes going up is . . .	21 to 20.
. . . . . at 60 holes . . . . .	2 to 1.
When the dealer wants 3 and his adversary 4 .	5 to 4.
In all situations of the game, till within 15 of } the end, when the dealer is 5 points ahead. }	3 to 1.
But when 16 of the end . . . . .	8 to 1.
If the dealer wants 6, and the adversary 11 .	10 to 1.
If the dealer is 10 ahead, it is . . . . .	4 to 1.
And near the end of the game . . . . .	12 to 1.
When the dealer wants 16 and his opponent 11	21 to 20.

*Against the Dealer.*

When both players are at 56 holes each, is . .	7 to 5.
When both players are at 57 . . . . .	7 to 5.
. . . . . 58 . . . . .	3 to 2.
When the dealer wants 20 and his opponent 17	5 to 4.
When the dealer is 5 points behind previous } to turning the top of the board . . . . }	6 to 5.
When he is 31, and his opponent 36 . . . .	6 to 4.
When he is 36, and his opponent 41 . . . .	7 to 4.

*Even Betting.*

In all points of the game, till within 20 of the end, if the non-dealer is 3 ahead.

The dealer wanting 14, and his opponent . . . .	9.
. . . ditto . . . 11 . . . ditto . . . . .	7.
And also when at 50 holes each player.	

**THREE OR FOUR HAND CRIBBAGE**

differs only from the preceding, as the parties put out but one card each to the crib, and when thirty-one, or as near as can be, have been made, then the next eldest hand leads, and the players go on again, in rotation, with any remaining cards, till all are played out, before they proceed to show.

## SIX-CARD CRIBBAGE

is so exactly similar to five-card cribbage, that any person playing one well, must play the other so. It consists of pairs, sequences, flushes, &c. and the points are reckoned and marked precisely in the same manner, except that at the beginning of the game, the non-dealer is not to score any holes for the last, and all the cards must be played out: that is, when either party has made the end-hole, the remaining cards in hand must be played, scoring for the pairs or fifteens they may form. When last player you should endeavour to retain close cards in hand, as they may enable you to acquire four points in playing.

The dealer is supposed to have some trifling advantage.

The dealer may expect twenty-five points by his hand, crib, and next hand. Thus, at his second deal, if his peg is in the twenty-fifth hole of the board, he has his complement of points; the same at his third deal, if he is within eleven points of the game.

If the non-dealer by his first hand attain the eleventh hole in the board, he will have the best of the game; for he is entitled to expect he shall make his second deal, with his front peg in the thirty-sixth hole, by which he will probably win the game, by his hand, crib, and next hand.

If you are dealer, and your adversary has above his complement of points, you must play your game accordingly. Thus, if you have good cards, endeavour to make as many points as possible by pairing, fifteens, &c. On the contrary, if your cards are indifferent, you must play off to prevent your adversary from obtaining points.

Sometimes eight-card cribbage is played; but very seldom.

Some ingenious people in London invented a game, which they called playing cribbage by hackney coaches, thus, two persons seating themselves at a window, one takes all the coaches from the right, the other all from the left, the figures on the doors being reckoned as cards in show, and every servant at the back of the coach called a noddy and scored for.

# THE GAME OF MATRIMONY.

**THE** Game of Matrimony is played with an entire pack of cards, by any number of persons from five to fourteen. The game consists of five chances, viz.

Matrimony, which is king and queen.

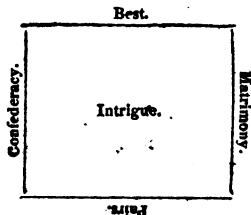
Confederacy, king and knave.

Intrigue, queen and knave.

Pair, two aces, or two kings, &c.

Best, which is the ace of diamonds, after which any other ace is so considered, then king of diamonds, &c.

These several chances are marked on a board or sheet of paper, thus :



This game is generally played with counters. Each player has a number given him: the dealer then puts as many of them as he pleases, on either, or all of these several chances, and the other players are obliged to stake the same number of counters, except one: that is, if the dealer stakes twelve, the company lay on eleven each. After this is done, the dealer deals each person two cards, beginning with the person on his left, who is

elder hand. He then deals round again one card to each, which is turned up, and if any one should have the ace of diamonds so turned up, he takes the whole pool. It is necessary to observe, that the ace of diamonds in hand, is of no more value than any other card. If it is not turned up, then each person discover their cards, and if they have matrimony, confederacy, &c. each draws whatever number of counters there may be on that point. When two or more persons happen to have a similar combination, in that case, the eldest hand has the preference: and should there be no chance gained, it stands over to the next deal.

# THE GAME OF CASSINO.

**THE** Game of Cassino is played with an entire pack of cards, generally by four persons, but sometimes by three, and often by two.

## TERMS USED IN THE GAME OF CASSINO.

*Great Cassino*, the ten of diamonds, which reckons for two points.

*Little Cassino*, the two of spades, which reckons for one point.

*The Cards*, is when you have a greater share than your adversary, and reckons for three points.

*The Spades*, is when you have the majority of that suit, and reckons for one point.

*The Aces* : each of which reckons for one point.

*Lurched*, is when your adversary has won the game before you have gained six points.

## LAWS OF THE GAME.

The dealer and partners are determined by cutting as at whist.

The deal is not lost when a card is faced by the dealer, unless in the first round before any of the four cards are turned up on the table ; and if a card should be faced in the pack before any of the said four are turned up, it is a new deal.

If any person plays with less than four cards, he must abide by the loss ; and should a card be found under the table, the player whose number is deficient is obliged to take it.



All the cards being dealt, those remaining on the table, unmatched, belong to the player who last took up.

If each player possesses an equal portion of the cards, that is, twenty-six each, neither can score any points that game.

When each player has reckoned his game, that is, the points that may arise from either of the cassinos, the cards, the spades, or the aces, the lesser number must be subtracted from the greater; as thus: suppose you have great cassino and two aces, which make four points, and your adversary has little cassino, the cards, the spades, and two aces, which make seven points, he only marks three, as your four points must be deducted.

You must never examine the cards taken up, unless you suspect a mistake, when you must challenge it immediately, otherwise you cannot claim it.

If you are lurched you lose a double stake, provided you do not agree to the contrary before you commence the game.

### METHOD OF DEALING, WITH RULES FOR PLAYING, &c.

1. Eleven points constitute the game; and six is the lurch. These eleven points are thus calculated.

Great Bassino . . . . . 2.

Little Cassino . . . . . 1.

The four aces, one point each . . . . . 4.

The majority in spades . . . . . 1.

The majority of cards . . . . . 3.

The sweep before the end of the game, when a }  
player can match all on the board, also reckons for } 1.

2. On the commencement of the game, each party cuts for the deal, which is determined as at the game of whist. The dealer then gives each player one card, and turns up one on the board, and thus, alternately, until each player has four cards, and four on the board. It is only on the first deal, that any cards are turned up on the board.

3. When the cards are thus dealt, examine your hand,

and also those on the board, in order to see if you can pair them, or make up a number of pips from the cards on the table, equal to the card you lay down; if so, you take them up, and place them before you with their faces downwards.

4. Always remember to take up spades in preference to any other suit.

5. Always endeavour to remember the cards played and those which remain in; which will be of great service to you in playing.

6. When by playing a card, you can match all on the board, that is, suppose they are eight or ten cards, which will make three or four distinct tens, and you play a ten, you take them all up, and in consequence of clearing the board, you are entitled to add one point to your score.

7. If you cannot pair, nor take up any cards, then play such a card as will not assist to make up an eight, nine, or ten, &c. when this is the case, it is best to play a pictured card, or a small one, but not an ace.

8. Provided you hold a pair, and a similar card is on the table, in that case, you should, if the fourth is out (but not otherwise), lay down one of them, wait your turn to play the other, and then take up the three together.

9. Take up the card laid down by your adversary in preference to any other on the table.

10. Forbear to play a ten, or a two, while great or little cassino remain in.

11. If you have a pair play one of them.

12. Take up as many cards as you possibly can with one card, and try to win the last cards.

13. Even if you should have it in your power to play your cards to advantage, nevertheless avoid doing it, when it may give your adversary an opportunity of clearing the board.

14. When you happen to take up a pair, always endeavour to separate them, by placing them in different parts of the cards before you, in order to prevent their coming in pairs the next deal.

15. Attend to the adversaries' score, and if possible, prevent them from saving their lurch, even though you should otherwise seemingly get less yourself; particularly if you can hinder them from sweeping the board.

16. When four persons play, each has a partner the same as at whist, and the game is marked in a similar manner; allowing the subtraction above mentioned.

17. When three persons play, each party scores separately; and the two lowest add their points together, and subtract them from the highest.

18. When two persons play, each party marks for himself; allowing also for the subtraction before mentioned.

## THE GAME OF REVERSI.

**THE** Game of Reversi is played by four persons, each having a box, containing six contracts, reckoned as forty-eight fish each, twenty counters six fish each, and thirty-two fish, making in all four hundred fish; the two pools, called the great, and the little quinola pools, (the great one to be under the little) are always to be placed on the dealer's right hand.

### LAWS OF THE GAME OF REVERSI.

1. Whoever misdeals, loses his deal.
2. If any person takes his card without having put out to the discard, the deal is void.
3. The eldest hand takes care that all the players have put their stakes into the pools; if he does not, he must make good the deficiency.
4. The discard cannot be changed after being put out.
5. The elder hand must not play a card till the discard is complete; should he have played, he is permitted, if nobody has played to it, to take it up and play another.
6. No one may play before his turn.
7. If at the end of the game, there should be an error in the discard, the deal must be made again.
8. It is too late to ask for any payments after the cards are cut.
9. The player who throws down his game, conceiving he can win the remaining tricks, is to pay for any ace or quinola that has or can be placed or given; and, in case of undertaking a reversi, the person who might break it can oblige him to play the cards as he who can break it shall direct.

10. If a player, whether thinking he has won the party or not, asks for the aces or quinolas led out, before the person who has really won the party has demanded them, he is to pay for him who might otherwise have been called upon to pay.

11. Before you play a card it is always allowable to ask how the cards have been played, but it is not permitted to observe it to others who may not make the enquiry.

12. The player may examine all his own tricks at any time, but not look at those of any other person, except the last trick.

### METHOD OF PLAYING, RULES OF THE GAME, &c.

1. In playing this game, the tens must be taken out from a pack of cards; the deal is to the right; three cards are given to each player the first round and four to the dealer; afterwards always four, so that the non-dealers will have eleven cards each, and the dealer twelve, with three remaining, which are placed singly in the middle of the table opposite to each non-dealer, who is to put out a card, under the pools, and replace it with the card that is opposite to him on the table: the dealer likewise puts out one, but does not take in; should, however, there be three remises or stakes in the pools, then it is in any player's option to take a card or not; if he does not, he may see the card, before the same is placed to the discard; then, previous to playing any card, the opposite parties exchange one with each other.

2. The cards rank as at whist, and the points in the tricks are forty, each ace reckoning four, king three, queen two, and knave one.

3. The points in the discard, which form the party, reckon as in the tricks, except the ace of diamonds, and the knave of hearts, as great quinola; the former reckoning five, and the latter four. The player having the fewest points wins the party. If two should happen to have the same number of points, then he who has the

fewest tricks has the preference; if points and tricks are equal, then he who dealt last wins; but he who has not a trick has the preference over a trick without points: and the espagnolette played, and won, gains the party in preference to the last dealer. When every trick is made by the same person, there is no party; and this is called making the reversis.

4. The great quinola pool, is to consist of twenty-six fish, and to be renewed every time the same is cleared, or has fewer in it than the twenty-six; this stake is attached to the knave of hearts, or great quinola, which cannot be put to the discard, unless there are three stakes, or a hundred fish in the pool. The little quinola pool, consisting of thirteen fish, attached to the queen of hearts, as little quinola, is to be renewed in the same manner, in proportion as the other, and the little quinola cannot be put to the discard, unless there are three stakes, or fifty fish in the pool.

5. Each time either or both of the quinolas are placed or played on a renounce, they are entitled to the stakes attached to them, except when there are three stakes in the pool, then the great quinola is to receive a hundred fish, and the little quinola fifty. On the contrary, each time the quinolas are forced, the stakes are to be paid in the same proportion as they would have been received, except in the single instance of the person who played the quinolas making the reversis, when the quinola, to be entitled to any benefit, must be played before the two last tricks.

6. Every trick must be made by one person to make the reversis, which is undertaken when the first nine tricks are gained by the same person: there is an end of the party, and of the quinolas if held by him, except he has played both or either of them before the two last tricks; but, on the contrary, should his reversis be broken, he is then not only to pay the reversis broken, but the stakes to the pools, for the quinolas he may have played before the reversis was undertaken. All consolations paid for aces or quinolas, by the person undertaking the reversis, are to be returned on winning it.

7. The *espagnolette* is either simply four aces, three aces and one *quinola*, or two aces and two *quinolas*. The player having the same, has a right to renounce in every suit, during the whole game, and if he can avoid winning any trick, and there is no *reversis*, he of course wins the party in preference to him who is better placed, but if he is obliged to win a trick, he then pays the party to the other, and returns the consolations he may have received for aces or *quinolas*; and if he has a *quinola*, he must pay the stake to the pool, instead of receiving it. The player having the *espagnolette*, is at liberty to waive his privilege and play his game as a common one, but forfeits that privilege the moment he has renounced playing in suit. The player of the *espagnolette* receives consolation in any part of the game, if he forces the *quinola*.

8. When the *reversis* is won or broke, the *espagnolette* pays singly for all the company. When the person holding the *espagnolette* can break the *reversis*, he is paid, as before mentioned, by the person whose *reversis* he broke. If the *espagnolette* has placed his *quinola*, and there is a *reversis* either made or broken, he is not to receive the stake; for when the *reversis* is attempted, the stakes are neither received nor paid, except by him who undertakes the same. If, by another player having the ace or king of hearts, the *espagnolette* has, in any part of the game, either of his *quinolas* forced, he pays the stake and his consolation to him who forces, except there is a *reversis*.

9. The dealer always puts two fish into the great *quinola* pool, and one into the little; besides which every player, at the commencement, puts into the former six fish, and into the latter three; and each time the stakes are drawn, or when there are fewer fish in the pool than the original stake, the pool must be replenished as at first. To the points in the discard, four are to be added for the party. The person who gives an ace upon a renounce, receives a fish from the person who wins the trick: if it happens to be the ace of diamonds, he receives two. The

person who forces an ace receives the same payments from all the players.

10. The great quinola placed upon a renounce receives six fish ; the little quinola three ; and if either of them is forced, the person who forces receives the same payment from each player ; and these payments are made immediately with asking for them.

11. One or more aces, or either of the quinolas played or led out, pay the same as if they had been forced to the person who wins the party, but it is for him to recollect or demand them. When either ace or quinola are placed, played, or first card led out, it is called *à la bonne*, and are played double, and all payments whatever are double, to the person who sits opposite.

12. The payment for the reversis made or broke, is eighty fish ; each player paying twenty, and the opposite party forty when the reversis is made ; but when broken, the whole is paid by the person whose reversis is broken ; that is, he pays the person breaking it exactly the same number of fish he would have received had he won it.



# THE GAME OF PUT.

**THE** Game of Put is played with an entire pack of cards, generally by two, sometimes by three or four persons. At this game the cards rank differently in value from all others; a tray being the best, then a two, then an ace, then King, queen, &c.

## LAWS OF THE GAME.

1. When the dealer accidentally discovers any of his adversary's cards, the adversary may demand a new deal.
2. When the dealer discovers any of his own cards in dealing, he must abide by the deal.
3. When a faced card is discovered during the deal, the cards must be reshuffled, and dealt again.
4. If the dealer gives his adversary more cards than are necessary, the adversary may call a fresh deal, or suffer the dealer to draw the extra cards from his hand.
5. If the dealer gives himself more cards than are his due, the adversary may add a point to his game, and call a fresh deal if he pleases, or draw the extra cards from the dealer's hand.
6. No bye-stander must interfere, under penalty of paying the stakes.
7. Either party saying, "I put," that is, I play, cannot retract, but must abide the event of the game, or pay the stakes.

## TWO-HANDED PUT.

The game consists of five points; they are generally marked with counters, or money, as at whist.

On the commencement of the game, the parties cut for deal, as at whist. The deal is made by giving three cards, one at a time, to each player. The non-dealer then examines his cards, and if he thinks them bad, he is at liberty to put them upon the pack, and his adversary scores one point to his game. This, however, should never be done. It is always best to play the first card, and whether your opponent wins it, passes it, or plays one of equal value to it (which is called a tie), you are at liberty to put, or not, just as you please, and your adversary only wins one point.

If your opponent should say, "I put," you are at liberty either to play or not. If you do not play, your adversary adds a point to his game; and if you do play, whoever wins three tricks, or two out of three, wins five points, which is the game. It sometimes happens that each party wins a trick, and the third is a tie; in that case neither party scores any thing.

#### FOUR-HANDED PUT

is played exactly the same as two-handed, only each person has a partner; and when three cards are dealt to each, one of the players gives his partner his best card, and throws the other two away; the dealer is at liberty to do the same to his partner, and vice versa. The two persons who have received their partner's cards play the game, previously discarding their worst card, for the one they have received from their partners. The game then proceeds as at two-handed put.

## THE GAME OF CONNEXIONS.

**THE** Game of Connexions may be played either by three or four persons. If three should play, ten cards are to be given; but if four then only eight, which are dealt and bear the same value as at whist, with this exception, that diamonds are always trumps.

The connexions are formed in the following manner :

1. By the two black aces.
2. The ace of spades, and king of hearts.
3. The ace of clubs, and king of hearts.

For the first connexion two shillings are drawn from the pool; for the second one shilling, for the third sixpence, and sixpence for the winner of the majority of the tricks. This is supposing gold to be staked in the pool, but when only silver is posted, then pence are drawn.

A trump played in any round where there is a connexion wins the trick, otherwise it is gained by the player of the first card of connexion: and whenever there is a connexion, any following player may trump, without incurring a revoke; and also, whatever suit may be led, the person holding a card of connexion, is at liberty to play the same; but the others must follow suit. If possible; unless one of them can answer the connexion, which should be done in preference.

No money can be drawn till the hands are finished; then the possessors of the connexions are to take first according to precedence.

# THE GAME OF ALL FOURS.

**THE** Game of All Fours is played by two persons, with an entire pack of cards. It derives its name from the four chances therein, for each of which a point is scored—namely.

*High*, the best trump out;

*Low*, the lowest trump out.

*Jack*, the knave of trumps.

*Game*, the majority of pips, reckoned for such of the following cards as the players have in their respective tricks, viz. every ace is counted 4, king 3, queen 2, knave 1, and ten 10.

## LAWS OF THE GAME.

1. If in dealing, the dealer discovers any of the adversary's cards, a new deal may be demanded.

If he discovers any of his own cards, he must abide by the same.

2. If discovered, previous to playing, that the dealer has given his adversary too many cards, there must be a new deal; or, if both parties agree, the extra cards may be drawn by the dealer from his opponent's hand: and the same if the dealer gives himself too many cards. But, in either case, if a single card has been played, there must be a new deal.

3. No person can beg more than once in a hand, unless both parties agree.

4. In playing, you must either follow suit, or trump, on penalty of your adversary's adding one point to his game.

5. If either player sets up his game erroneously, it must

not only be taken down, but the antagonists entitled to score four points, or one, as shall have been agreed upon.

6. The person who lays down a high or a low trump, may enquire whether the same be high or low.

### RULES FOR PLAYING.

1. The game consists of ten points. After cutting for deal, at which either the highest or lowest card wins, as may have been previously agreed upon, six cards are to be given to each player, either by three or one at a time. The thirteenth card is turned up, and is the trump card.

2. If the card turned up should be a knave, the dealer scores one point to his game.

3. If the eldest hand should not like the cards dealt him, he may say, "I beg," when the dealer must either give him a point, or deal three more cards to each, and turn up the seventh for trump: but if that should prove of the same suit as the first turned up, then three cards more must be given, and so on, till a different suit occurs.

4. The cards rank as at whist, and each player should strive to secure his own tens and court cards, or take those of the adversary; to obtain which, except when commanding cards are held, it is usual to play a low one; in order to throw the lead into the opponent's hand.

5. Endeavour to make your knave as soon as you can.

6. Low is always scored by the person to whom it was dealt; but jack being the property of whoever can win or save it, the possessor is permitted to revoke and trump with that card.

7. Win your adversary's best cards when you can, either by trumping them, or with superior cards of the same suit.

## THE GAME OF SPECULATION.

**SPECULATION** is a noisy round game. It may be played by several persons, with a complete pack of cards, ranking the same as at whist, with fish or counters, on which such a value is fixed as the company may agree upon.

The highest trump in each deal, wins the pool; and whenever it happens that not one is dealt, then the company pool again, and the event is decided by the succeeding coup.

After determining the deal, &c. the dealer pools six fish, and every other player four: in the next place, three cards are given to each by one at a time, and another turned up for trump; the cards are not to be looked at, except in this manner: the eldest hand shows the uppermost card, which, if a trump, the company may speculate upon or bid for; the highest bidder buying and paying for it, provided the price offered is approved of by the seller.

When this is settled, or if the first card does not prove trump, then the next eldest shows the uppermost card, and so on; the company speculating as they think proper, till all are discovered; when the possessor of the highest trump, whether by purchase or otherwise, gains the pool.

In order to play this game well, little more is required, than to recollect what superior cards of that particular suit have appeared in the preceding deals and calculating the probability of the trump offered proving the highest trump out.

## THE GAME OF PAM-LU.

THE Game of Pam-Lu may be played by four, five, six, or seven persons. Five or six is the best number. If there be less than five, a lu will seldom happen, and if more than six, the pack will frequently be insufficient. A complete pack is used, and the cards rank the same as in *Whist*; except the knave of clubs, which is called pam.

### EXPLANATION OF TERMS.

*Pam*, is the knave of clubs, and ranks above every other card in the pack. It is subject to no laws; but may be played on any suit, at any time, even though you have in your hand the suit which is led. When led, it always commands trumps; but when trumps are led, you are not obliged to play it, even if you have no trump. If you hold pam, you cannot be lued. If pam is turned for the trump card, clubs are trumps.

*Pool*. The pool consists of the fish or counters, which are paid for the deals, and of the sums forfeited by those who were lued the preceding hand.

*Flush* is five cards, all of one suit.

*Pam-flush* is four flush cards and pam.

*Blaze* is five face or court cards.

*Pam-blaze* is four blaze cards and pam.

The person holding the best flush or blaze outwins all the money in the pool, and each other person that stood is lued, unless he has either pam, a flush, or a blaze — They rank in the following order:—1st. a *pam-flush*, or *pam-blaze*;—2d. a *flush of trumps*;—3d. any *other flush*;—4th. a *blaze*;—and if there be two or more equal flushes or blazes out, the eldest is the best.

**Lu.** The *lu* is the sum put up by any one that is *lued* and is either *limited* or *unlimited*;—when unlimited, a person is lued for the whole amount of the pool;—if limited, he is lued for no more than a certain sum, previously agreed upon, generally about five times the deal; but he is never lued for *more* than the pool.

**Pam be civil** is said by any one, holding the ace and king of trumps, when he leads or plays either of them; in which case, as it is impossible that he should be lued, The person holding *pam* will not play it on either of them. —If the ace has been played, in a previous trick, a person holding the king and queen has the same privilege. The person, however, that holds *pam*, has a *right* to play it, in the above case if he *pleases*; but it would, generally, be very bad play.

**To play for the good, or for the good of the lu,** is to play in such a manner as to *lu* as many as possible, without any regard to making tricks. This should always be done, when you are safe; and for this purpose, you ought generally to lead a trump.

**To be Safe,** is when you have won a trick, or are sure of winning one.

**Winner's lift** is said, to prevent the last player from wasting a good card, by taking a trick from one who is already safe. or it is said by one who has already taken a trick, when he leads or plays a card which is the *second best* in, in order to prevent the person who may hold the *best* card, from playing it on that trick; as by reserving this *best* card, some other person may be lued.

**A revoke** is when a person, who has suit, does not play it.

**A sure card,** is one, that is sure of taking a trick.

**A must.** **To have a must,** is a method of playing the game, in which it is a rule, that whenever there is only the deal to be played for, every person is obliged to stand, in order to make a *lu* for the next hand. As often as this happens, it is a *must*.



## DESCRIPTION OF THE GAME.

The game of *Pam-lu* is played with the assistance of counters. One of the party, who is called the cashier, delivers to each player a certain number of fish or counters, which the cashier is obliged, at the end of the game, to redeem, at the same value at which they were delivered. Two kinds of counters are sufficient of which the larger may be considered as equal to five of the smaller, or their value.

The cards are cut by each player for the deal; and the person, who cuts the lowest card, is to deal first. In cutting, the ace is lowest. After the first deal, each person deals in turn, as in Whist.

The dealer having paid five fish for his deal, the cards are shuffled by every one who chooses, the dealer having a right to shuffle them last; the pack is then cut by the person at the dealer's right hand. The dealer then distributes five cards to each person, beginning on his left hand; as many at a time as he pleases, provided they be dealt equally; usually two cards the first round, and three the second. He then turns the trump from the top of the pack, and places it, face upwards, upon the table. The trump card belongs to the dealer, which makes his number six.

The dealer must now ask each person round the board beginning at his left hand, if he stands. If he does, he says yes, or signifies it by knocking on the table. If he does not stand, he throws up his cards into the middle of the table. Having asked round the board, the dealer declares whether he stands himself, or not. He then asks the first person that stood, on his left, how many cards he calls, who immediately discards as many from his hand as he pleases, and receives an equal number from off the top of the pack.

When all that stand have discarded, and received their several calls, the dealer, if he stood, takes up his five cards, with the trump (which he may now mix with his others,) and discarding as many as he pleases, takes an

equal number from the pack. Having six cards, he must next throw away the least valuable one in his hand, which will reduce it to the proper number.

If there is a flush or a blaze, it must now be shown; and the best takes the pool. All the others, that stood, are lued; unless any one holds pam, or another flush or blaze, the lues (if there be any) and the deal being put in the pool, the game is continued by a new deal. Five fish are paid by the dealer, at every deal.

If no one have a flush or blaze, the elder hand leads a card, to which the rest are obliged to follow suit if they have it; otherwise they may trump. The best card wins the trick; and the winner leads again; and so on, till the five tricks are played.

If any person win neither of the five tricks, he is lued. Those who win the tricks divide the money played for, which is divided into five equal parts, and each trick takes a part. The lues and deal being then paid as before, the game is continued by a new deal.

Another method of playing is never to divide the pool unless some one is lued. This keeps a lu always on the table.

Another method of playing is, to pay six fish for every deal, one of which and a proportion of the lues is put into a separate box; and the fish contained in this box gradually accumulate, till some one has a *pam-fish*, which entitles him to the whole.

## LAWS OF THE GAME.....OF DEALING.

Each person at the table has a right to shuffle the cards, but it is usual for the elder hand only, and the dealer after.

The dealer has a right to shuffle them last.

In cutting, two cards at least must be cut.

It is the dealer's duty to see that each person pays his lu, before he turns the trump; as he is responsible to the company for all that may be deficient.

If the dealer permit any one to deal for him, to give out cards, or to assort his hand, and any error be com-

mitted, the dealer is accountable, as if he had made the error himself.

The cards must be dealt regularly round, beginning on the left hand of the dealer, and an equal number at a time to each person.

As often as the dealer makes a misdeal, it is at his option, either to pass the deal, or to pay and deal again.

If a misdeal be discovered, before the trump is turned, it is no deal.

If a card is faced in the pack, or be turned up in dealing, unless it be trump card, it is no deal.

If there are too many or too few cards, it is no deal.

No one may take up, or look at his cards till the trump is turned: when this is the case, the dealer, if he should happen to misdeal, has a right to deal again without paying.

If the dealer instead of turning the trump, puts it face downwards upon his own cards, he loses his deal.

Whoever deals out of his turn, or twice successively, and recollects himself before he looks at his cards, may compel the proper person to deal.

No one can claim his right to deal after he has seen his cards.

## OF STANDING, DISCARDING, CALLING, &c.

Any person having signified, in answer to the dealer, that he does or does not stand, he cannot afterwards alter his say, without the consent of the rest. And if all should throw up to the dealer, and he, not observing that no one stands, should throw up also, he cannot afterwards correct himself; but the money must lie, to be played for in the next deal.

It is the duty of the dealer to see that each person discards the same number that he calls for.

If any person take in his cards, without having put out the discard, it is a misdeal.

No person can discard twice; and the discard cannot be changed, after being put out: he cannot alter his call, or make a different discard.

No person, in throwing up, discarding, or in any other way, has a right to face or show any of the cards.

No one can, at any time, look over any cards, either of the pack, or of those which have been discarded.

If a card be faced in answering a call, any one, that stands, has a right to call for a new deal, except he, by whose fault the card was faced: and if the dealer was in fault, he must pay, or pass the deal.

The dealer should leave his trump card upon the table, till it is his turn to call: after which no one has a right to ask what the trump card was; though he may ask what are trumps.

If, at the end of the game, there should be an error in the discard, there must be a new deal, and the dealer must pay, or pass it; because it is his duty to see that each discard is correct.

## OF PLAYING.

The elder hand must not lead, till the discard is complete; and should he have played, he is permitted, if nobody has played to his card, to take up the same, and play another.

No one should play out of his turn; and any card so played cannot be taken up again.

A card once shown in playing, must be played, provided it does not cause a revoke.

If any one is sure of winning every remaining trick, he may show his cards; but he is then liable to have them called.

A person may at any time examine all his own tricks, but not those of any other, except the last trick that was played.

No one, during the play, may declare how many or what trumps are out or in, or what cards have been played.

If any one call *Pam be civil*, when he has no right to do it, that trick may be afterwards played over again, and *pam* be put upon the ace or king so played.

## OF PARTNERSHIP.

There can be no partnership between any two or more persons at the table.

## CALCULATIONS.

1. There are 16 *blaze* cards in the pack and 36 which are not.

2. There are 13 *flush* cards, of clubs, and 39 which are not.

3. There are 14 *flush* cards, of *spades*, *hearts*, and *diamonds*, and 38 which are not: because *para* is a *flush* card to any suit.

## —CONSEQUENTLY—

If you hold 4 *blaze* cards, and call 1, for a *blaze*, (if the trump is not a *blaze* card) it is 34 to 12, or about 3 to 1, that you do not obtain it.—But if the trump is a *blaze* card, it is 35 to 11, or about 3 to 1, against you.

If you hold 4 *blaze* cards, as above, and being *dealer*, call 2, for a *blaze*, it is, in the first instance, 34 to 24, or about 3 to 2, against you; and in the second instance, 35 to 22, or about 5 to 3, against you.

If you hold 4 *flush* cards, of clubs, and call 1 for a *flush*, (if the trump card is not of the suit you want) it is 37 to 9, or about 4 to 1, that you do not obtain it. But if the trump is of the suit you want, it is 38 to 8, or about 5 to 1, against you.

If you hold 4 *flush* cards, of clubs, as above, and being *dealer*, call 2 for a *flush*, it is, in the first instance, 37 to 16, or about 2 to 1, against you; and in the second instance, 38 to 16, or about 5 to 2, against you.

If you hold 4 *flush* cards, of *spades*, *hearts*, or *diamonds*, and call 1 for a *flush*, (if the trump card is not of the suit you want) it is 36 to 10, or about 7 to 2, that you do not obtain it. But if the trump is of the suit you want, it is 37 to 9, or about 4 to 1, against you.

If you hold 4 flush cards, of spades, hearts, or diamonds, as above, and being dealer, call 2 for a flush, it is, in the first instance 36 to 20, or about 5 to 3, against you; and in the second, instance, 37 to 18, or about 2 to 1, against you.

In running for pass, if you call 6 cards, it is 48 to 6, or about 8 to 1, that you do not obtain it; if you call 5, it is 48 to 5, or about 9 to 1, against you; if you call 4, it is 48 to 4, or about 12 to 1, against you; and so on.

## OF FLUSHES AND BLAZES.

From the preceding calculations, it appears that the chance of obtaining a blaze, in calling one or two cards, is greater than that of obtaining a flush, in the proportion of about 4 to 3.—This alone would render it safer to stand on four blaze, than on four flush cards. But there are other considerations, which make the running for a blaze, in preference, to a flush, advisable. In the first place, if you are elder hand, the chance is greatly in favour of your calling a trump; so that unless your four flush cards, are trumps, there is no probability of your obtaining a flush: but the elder hand is as likely as any other to call a *blaze* card.—In the second place, a flush is generally composed of low cards.—And in the last place, a flush contains only one suit; and therefore, if you miss of a flush, you have barely the chance of taking a trick in that one suit only: but a blaze is generally composed of high cards in each suit, and therefore, in running for a blaze, if you should not obtain it, you have nevertheless a great chance of getting safe on one of your four blaze cards.

## OF STANDING YOUR HAND.

### *General Remarks.*

The game of *Pan-lu* differs from other games generally played at cards, in one material point; which is, that any person, after examining his hand, may play it or not, as he pleases. If he throws up, he neither wins

nor loses; if he plays, he must calculate either to win or to lose. From this peculiarity in the game, a coolness and command of temper is of the utmost importance. It is of less consequence to know how to play the cards well, than it is to know when to stand, and when to throw up.

You cannot be too often reminded, to be cautious of standing on a doubtful or indifferent hand. There is very little dependence to be placed on the cards which you may call in; and you had better throw up too often, than run imprudent risks. It is in this, that the great art of winning consists.—A person of a warm and impetuous temper seldom wins, let him know the rules of the game ever so well. If he has been fortunate in standing on a bad hand, he is too confident of future success;—if he has been unfortunate, he runs greater risks, with the foolish hope, that *his luck will turn*; or he becomes petulant, and stands on a worthless hand, merely from ill-humour. Both extremes should be avoided with the utmost caution. A person, who has the command of his temper, and is governed solely by judgment and prudence: who is not too much elated by good fortune, nor too much depressed by bad,—possesses a great advantage. He must have an uncommon run of bad luck, if he does not come off winner, even in the company of much better players.

- No invariable rules can be given when to stand, or when to throw up. Reference must always be had to the state of the lu. For example, if the lu be limited to twenty fish, and there are five times that amount in the pool, a person will then stand, when he would not if there were only twenty fish in the pool. Because, he is sure of losing no more than twenty, and he has the chance of winning a hundred; and if he takes only one trick, he wins as much as he risks.

In order to know when to stand, or not, it is very necessary to keep the run of the cards; and he who does it possesses an important advantage over those who do not.

## OF KEEPING THE RUN OF THE CARDS.

In this game, so little time is taken in playing a hand, and the deal goes so briskly round, that the cards are seldom shuffled so as materially to alter the situation they were in when packed. A person, therefore, who observes how they were played; what tricks one person took, and of what cards those tricks consisted; in what manner they were collected, and in what order they were packed together; what suit was trumps, and whether many were out or not; whether they were all played together, or much scattered; what particular cards were played on or near the high trumps; whether one person took all the tricks at trumps, or not, and how those tricks were packed; on what cards pam was played; and lastly, in what manner the cards were shuffled and cut;—if possessing this knowledge, the same suit should be trumps the next deal, he can tell with tolerable accuracy from the trump card, what cards lie at or near the top of the pack. From the same observations, he will be able to form a correct judgment by the cards in his own hand, respecting the cards which others hold; and in like manner, from the cards which he calls in, he may calculate what cards others have called. From this information, he will not only be governed in standing and calling, but will know in what manner to play his hand.

## OF STANDING AND CALLING.

### *Elder Hand.*

There is some advantage in being elder hand, because he has the first call, and is on that account more likely than the rest to obtain trumps; he will therefore stand with fewer or lower trumps, than would be prudent in the second or third hand. If he have kept the run of the cards, he has particularly the advantage; as he will know, from the trump card, whether he may expect a good or a bad call, and stand or throw up accordingly.



The following rules are variable by so many different circumstances, that a good player will perceive the impropriety of being always governed by them. They will, however, if attended to, be of service to the inexperienced player.

1. Having pam and one trump, run for trumps.
2. Having pam and three blaze cards, run for a blaze.
3. Having pam and three flush cards which are not trumps, run for trumps.
4. Having ace or king, or queen of trumps, and no other trump, stand, and run for trumps.
5. Having only one trump, and that lower than the queen, throw up.
6. Having two low trumps, stand, and run for trumps.
7. Having four flush cards, not trumps, and your other card not a high trump, throw up.
8. Having four blaze cards, stand, and run for a blaze.
9. Never stand, unless you can calculate on a flush, or blaze, or a safe hand of trumps.
10. Many of the above rules are founded on the presumption, that one or more cards at the top of the pack, being next to the trump card, are trumps; and consequently that the elder hand cannot calculate on any other suit.

## SECOND, THIRD, AND FOURTH HANDS.

Though the *second*, *third*, and *fourth* hands do not enjoy some of the advantages, which we have observed are possessed by the *first*, or elder hand; yet they have one advantage from which the elder hand is excluded, that of better ascertaining how many are likely to stand. And in this, the third hand has the advantage of the second, the fourth of the third, &c. This knowledge is of considerable importance; for when few stand, you may venture on a much weaker hand than otherwise.

If you are the last, (before the dealer,) and all before you have thrown up, stand, even if you call five cards;—unless you are sure that the dealer will obtain a flush or blaze, or has all the high trumps. As a general rule,

never throw up to the dealer. When there are only two that play their hands, it is rare that either of them is bad, except it be by a flush or blaze. Besides, when few stand, there being but a few out, the pack must be rich, and you are almost certain of a good call.

1. Having pam and one low trump, discard the trump, and call four cards.

2. Having pam, and three blaze cards, run for a blaze.

3. Having pam and three flush cards, run for a flush.

4. Having ace or king of trumps, and no other trump, stand and run for trumps.

5. Having only one trump, and that lower than the king throw up.

6. Having queen, or knave, and one other trump, stand, and run for trumps.

7. Having two low trumps, throw up.

8. Having three low trumps, stand, and run for trumps.

9. Having four flush cards, not trumps, and your other card not a high trump, throw up.

10. Having four blaze cards, stand, and run for a blaze.

11. Never stand, unless you can calculate on a flush, or blaze, or a safe hand of trumps.

12. Some of the above rules differ from those given for the elder hand, because the second or third hand is not more likely to call trumps than any other suit.

### DEALER.

The dealer has the privilege of dealing himself six cards (one of which, at least, is always a trump) and that of calling six others; and he knows precisely how many at the board will stand.—If many stand before him, and he has not a good hand, he will throw up; but if only one or two stand before him, he will venture on a very poor hand, even though he is obliged to call six cards.

1. Having five or six blaze or flush cards, call one for pam.

2. Having four blaze or flush cards, stand, and run for a blaze or flush; unless the two which you must discard are high trumps, in which case run for trumps.

3. Having only three flush or blaze cards, not trumps,

do not run for a flush or blaze; nor stand, unless you have other cards to stand on.

4. Having two high trumps, and four flush cards, run for trumps.

5. Having one high trump, even if it be the ace, and four flush cards, run for a flush.

6. Having one high trump, and three blaze cards, run for a blaze.

7. Having only one or two low trumps, call six cards.

8. Having three low trumps, run for trumps.

9. Having pam and two low trumps, run for trumps.

10. Having pam and one low trump, discard the trump, and call five cards.

11. Having pam and one high trump, run for trumps.

### GENERAL REMARKS ON CALLING.

If but few persons stand, as has been before observed, you may safely calculate that few trumps were dealt out, and consequently the calls will probably be rich in trumps. If, on the contrary, an unusual number stand, it is equally certain that nearly all the trumps are out, and the calls will consequently be poor.

If you stand, and know before you have called, that any one has a flush or blaze, do not run for trumps, in preference to any other suit; but endeavour to get a flush or blaze, as the only thing (except pam) that can save you. If you have three flush or blaze cards, it may be well to run for a flush; but if you have not, it will be best to call five cards (or six if you are dealer;) as you not only may possibly call a flush or blaze, but have also a chance of obtaining pam.

If you are dealer, be careful, when it comes to your own turn to call, to mix the trump card with your other cards, before you assort your hand, or make your discard. —For sometimes, when you run for a flush or blaze, it will be necessary to throw away your trump card;—but in such a case, you should be careful to let no one know it.

If you are not dealer, and the dealer should leave his trump card on the table till he has made his call, observe

whether that card be included in his discard or not. If it is, you may be sure that he runs either for a blaze, or for a flush in a suit that is not trumps; and if he do not obtain a flush or blaze, it is almost certain that he has a weak hand,

#### OF DISCARDING THE DEALER'S SIXTH CARD:

1. If you have one or more trumps, and have a single card of any other suit, discard that single card unless it be an ace. Because when that suit is led, you will probably get safe by trumping it.

2. If you have no trump, discard the lowest card, in that suit of which you have the most. Because, as you cannot trump, you must endeavour to keep a card in every other suit, that you may have as many chances as possible of getting safe. You will seldom have more than one chance of saving yourself on the same suit.

3. If however, you have two or three high trumps, and are sure of getting safe, it will be as well not to discard a good card, though it be a single card of any suit. Because, as your high trumps will give you the lead, when all the trumps are out, the high cards of other suits will then be nearly as good in your hand as trumps.

4. Never show the card that you throw out, or let any one know to what suit it belongs. Because, the conclusion would be, that it was the only card you had of that suit; and elder hand would, of course, avoid leading from that suit;—whereas it is for your interest that he should lead from it, as you would be almost certain, from being last player, of taking the trick by trumping it.

#### OF KNOWING THE STATE OF YOUR ADVERSARIES' HANDS.

In order to play with judgment, it is necessary to have some idea of the state of each person's hand. This is to be obtained, partly from the run of the cards, but principally from observing what number of cards each person calls in. Some assistance may be derived from the following observations.

1. If you have been able to keep the run of the cards with tolerable accuracy, you may calculate from your

own call, what are the cards which others have called in.

2. If any person call for only one card, he probably had four flush or blaze cards (generally the latter;) and it is three to one that they are not trumps; so that if he does not get a blaze or flush, you may safely calculate that he has not more than one trump: it is three to one that he has none.

3. If any one call for two, he probably had three low trumps; and it is three to two that he did not obtain another trump.

4. If any person call for three, it is beyond a doubt that he had two trumps, one of which, at least, is a good one; and it is an equal chance that he called in another trump.

5. If any one call four, he had probably either pam, ace, or king; and it is about six to five that he called in another trump.

6. The dealer will always stand on a poorer hand than any other person.

From these calculations you may be able to play in such a manner, as to get safe on a weak hand; and you may, from the same knowledge, frequently lu one or two persons more than you otherwise would.

### OF PLAYING FOUR CARDS.

In playing your cards, there are three objects which you should always have in view. The *first*, and principal one, is, to get safe. Consequently, if you have not pam, or some other sure card, in your hand, you must, in the first place, endeavour to win a trick. The *second*, and next important object, after being safe, is, to lu as many persons as you possibly can, even though you lose several tricks by it. This is called playing for the good of the lu, and is invariably practised by generous and honourable players. The *third*, and last, is, when all are safe, or when there is no chance of luing any one, to win as many of the remaining tricks as possible.

Always recollect what number of cards each person called in, and play accordingly.

# ELDER HAND.

If you are elder hand, and have only one or two low trumps (especially if you have but one) lead a trump. For if you should lead from a suit that is not trumps, it is almost certain that it will be trumped by somebody; in which case, the winner will (according to an invariable rule, "as soon as you are safe, play for the good,") lead a trump; and whoever wins that trick will lead another trump, which will bring out both of yours; and as they are low, it is impossible that they should win either of the tricks. Whereas, if you begin by leading a trump, you not only in a greater number (which is particularly in your favour, as you will deal next) but you bring out the trumps sooner, and by that means have a much better chance of getting safe on some other suit that may be led, of which probably you hold the best card, and which might otherwise be trumped. It is also generally understood, that a person has a good hand when he leads a trump; consequently the other players will not be so likely to endeavour to run him.

If you have no trump, lead from a suit in which you have no high card; unless there should be but two or three playing, in which case lead your best card.

If you have ace and king, call *pam be civil*, and lead the ace, after which lead your king, and if you have another trump left lead that.

If you have *pam* and king, lead *pam*; after which lead the king, as the ace, you being safe, will not be played upon it.

If you have a safe hand, always lead a trump.

If you have the ace of trumps, and not the king or *pam*, do not lead your ace.

If you have *pam*, and no other trump, do not lead *pam*.

If you have *pam* and another trump, lead *pam*; after which, lead your other trump.

## GENERAL RULES FOR PLAYING.

As soon as you are safe, play for the good of the *lu*.

If you are safe, lead a trump, if you have one; otherwise, lead your best card.

If a trump be led, and you have *pam* be civil, and play your ace; and king.

If a trump be led, and you have trump, play *pam*; after which lead

If a trump be led, and you have trump, do not play *pam*.

If the ace has been played in a *pam* have king and queen remaining, calling *pam* be civil.

If ace, king, or queen be led or *pam* be civil, put on *pam*, whether trump or not.

After winning a trick, if you always lead or play that trump, not.

Always endeavour to prevent from winning a trick, especially

It is a general rule, *never to* all are safe. That is, if you are belongs to one who is safe, you valuable cards by taking it. Of a card which you know to be you hold in your own hand, you This rule, however, is not to that by taking such a trick you than by passing it.

If you have *pam* and queen, the ace or king be led or played *civil*, play *pam* notwithstanding queen, as the king will not be the holder have any other trump.

You will do the same, if a *pam* king, whether the ace be out

You will do the same, if you and one who is safe should lead

If you have the ace, or only one or two low trumps of playing your high card do not lead it,

## THE

# GAME OF BRAG.

**THIS** game is played with an entire pack of cards, which rank as at whist, except the knaves and nines, which are called *braggers*, and rank the same as any cards they may be held with. Thus, an ace and two knaves or nines, or one of each, are called three aces; a deuce and two *braggers* three deuces; a king and one *bragger*, two kings, and so on. The number of players is usually from four to eight. The cards are cast round for the deal and the first *bragger* deals first, and afterwards in succession to the left. The person on the left of the dealer then puts into the pool any sum he pleases, which is called the *ante*. If the next player chooses, he may put in *double* the sum, the third may *double* again, and so each in his turn; but this must be done before the deal commences. The *ante* being paid, three cards are dealt to each player, one by one. Each player, in rotation, having examined his hand, decides whether he will *go in*; if he does, he puts into the pool the amount of the *ante*; if he does not *go in*, he throws up his cards, unexposed, and waits for the next deal. The dealer then gives to each player who *goes in*, as many cards from the pack as he discards from his hand, which completes the deal. The eldest hand, that is, the first on the left of the dealer who *goes in*, then begins the play. He must either *brag*, *pass eldest*, or *bolt*; if, on examining his cards, he dares to *brag*, he must put into the pool any sum he pleases, (not less than the whole *ante*) naming the amount; or, he may say, "*I pass*," retaining his cards, and becoming youngest hand; or, if his cards are bad, he may *bolt*, that is, throw up his cards, and forfeit his interest in the



pool for that deal. If he *bolts*, the next player becomes eldest, and has the same right, and so on until some one *brags*. None but eldest hand can pass. If the elder hand pass, the next player must either *brag* or *bolt*. After any player has *bragged*, the rest must either go it, (by putting into the pool the amount *bragged*, saying, "I go it") or *bolt*; the youngest hand, that is, the last who goes the *brag*, may call a *sight* or return the *brag*; if he calls a *sight*, the cards must be shown in rotation, the player who calls showing last, and the best hand shown wins the pool; if he returns the *brag*, he must put up such sum over the last *brag* as he chooses, and the game goes round again; each player who does not *bolt*, must put up the amount *bragged*; he who last goes any *brag*, has the right to call a *sight* or return the *brag*; and thus the game continues, until a *sight* is called, or some player *brags* so high that all the others *bolt*, when the last bragger wins the pool, be his hand what it may. The game is then continued by a new deal.

The best hand in this game is, a pair royal, that is, three cards of one kind, three aces being better than three kings, and so on; the next best is a pair, two aces, two kings, &c.; and then the highest single card. A natural pair royal, which is formed without the aid of bragger, is better than one of the same rank formed with them; thus, three aces are better than two aces and one bragger; three deuces are better than two deuces and one bragger; and pairs are governed by the same rule. The knaves and nines are of equal rank, except that two knaves and a nine, or a knave and two nines, are called three knaves. If two hands of equal strength are shown, the eldest wins. A table is annexed, in which the hands are ranked according to their value. It should be noted, that two aces and a king are no better than two aces and a deuce, as no card is of any value except it makes a pair or a pair royal. You should understand this thoroughly before you begin to play, in order to know in what manner to discard and take in, in forming your hand.

# TABLE, SHOWING THE RANK OF THE DIFFERENT HANDS.

*Pairs royal.*

3 aces,  
 2 aces and one bragger,  
 1 ace and two braggers,  
 3 kings,  
 2 kings and 1 bragger,  
 1 king and 2 braggers,  
 3 queens,  
 2 queens and one bragger,  
 1 queen and 2 braggers,  
 3 knaves,  
 2 knaves and 1 nine,  
 1 knave and 2 nines,  
 3 tens,  
 2 tens and one bragger,  
 1 ten and 2 braggers,  
 3 nines,  
 3 eights,  
 2 eights and 1 bragger,  
 1 eight and 2 braggers,

*Pairs royal.*

3 sevens,  
 2 sevens and 1 bragger,  
 1 seven and two braggers,  
 3 sixes,  
 2 sixes and 1 bragger,  
 1 six and 2 braggers,  
 3 fives,  
 2 fives and 1 bragger,  
 1 five and 2 braggers,  
 3 fours,  
 2 fours and 1 bragger,  
 1 four and 2 braggers,  
 3 threes,  
 2 threes and one bragger,  
 1 three and 2 braggers,  
 3 deuces,  
 2 deuces and 1 bragger,  
 1 deuce and 2 braggers.

*Pairs.*

2 aces,  
 1 ace and 1 bragger,  
 2 kings,

*Pairs.*

1 king and 1 bragger,  
 2 queens,  
 1 queen and 1 bragger, &c.

## OF DOUBLING AND RAISING THE ANTE.

If The ante is doubled, the eldest hand having looked at the cards first dealt him, must either make good (i. e. put in as much as will make his ante equal to the last double) or bolt. And all who go in, must pay the same amount. All the players having either gone in or bolted, the last doubler has a right to draw half his stake, and throw up his hand.

After the first three cards are dealt, but before taking is, the eldest hand having seen his cards, may raise the

*ante*, (unless it has been doubled) by putting in any sum he pleases; and all who *go in* must pay the amount of the whole *ante*.

Observe, that the same rule applies to *doubling the ante*, *raising the ante*, and *bragging*; the player who last goes the *double*, *raise*, or *brag*, has the right, in his turn, of increasing either.

### LAWS OF THE GAME.

When a player brags so high that all his antagonists bolt, he need not show his hand.

No player shall examine the pack, or the hands bolted, or show them to any player who is bragging.

Nothing can be claimed for a hand bolted or thrown up unexposed.

If the dealer misdeal the first three to each player, he forfeits the amount of the ante, and must deal again.

If any player take in more or less cards than he is entitled to, and does not correct it before his cards or any succeeding him are shown, he loses his right in the pool the same as by bolting; but the game goes on.

If a card is faced in the pack, a new deal may be called.

If a card is shown in dealing, the player to whom it was dealt may refuse it.

No player may *brag* or *go it*, without putting up the amount.

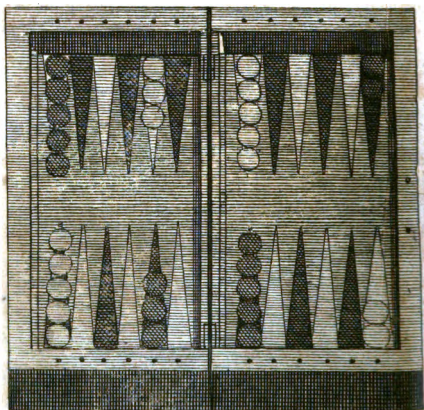
If no person goes in to the *ante*, the stake is withdrawn, and the deal passes to the next.

Every player has a right to shuffle the cards; the one on the right of the dealer must cut them.

No one but the dealer is obliged to tell how many cards he took in.



# Back Gammon Table.



## THE GAME OF BACK-GAMMON.

THE Game of Back-Gammon is allowed on all hands to be the most ingenious and elegant game next to chess. The word is welch, and signifies *little battle*. The origin and antiquity of the game has been accordingly ascribed to the Cambro Britons, although it is claimed also by the French and Spaniards.

This game is played with dice by two persons, on a table divided into two parts, upon which there are twenty-four black and white spaces, called points. (See the table represented.) Each player has fifteen men, black and white, to distinguish them, which are disposed of in the following manner: Supposing you play into the right-hand table, two are placed upon the ace-point in the adversary's table, five upon the six-point in the opposite table, three upon the cinque-point in the hithermost table, and five on the six-point in your own table: the grand object in the game is to bring the men round into your own table; all throws that contribute towards it, and prevent your adversary doing the like, are advantageous, and *vice versa*. The best first throw upon the dice is esteemed aces, because it stops the six-point in the outer table, and secures the cinque in your own, whereby your adversary's two men upon your ace-point cannot get out with either quatre, cinque or six. This throw is an advantage frequently asked and given by a superior player to one not equally skilful.

It is necessary for a learner to know how many points he ought to throw upon the two dice, one throw with another.

There are thirty-six chances upon two dice in which there are 204 points. Thus—

2 Sixes	-	-	1	5 and 4 twice	2
2 Fives	-	-	1	5 and 3 twice	2
2 Fours	-	-	1	5 and 2 twice	2
2 Trois	-	-	1	* 5 and 1 twice	2
2 Deuces	-	-	1	4 and 3 twice	2
* 2 Aces	-	-	1	4 and 2 twice	2
6 and 5 twice			2	* 4 and 1 twice	2
6 and 4 twice			2	3 and 2 twice	2
6 and 3 twice			2	* 3 and 1 twice	2
6 and 2 twice			2	* 2 and 1 twice	2
* 6 and 1 twice			2		—

*Chances, 36*

2 Aces	-	-	4	5 and 4 twice	16
2 Deuces	-	-	8	5 and 3 twice	16
2 Trois	-	-	12	5 and 2 twice	14
2 Fours	-	-	16	5 and 1 twice	12
2 Fives	-	-	20	4 and 3 twice	14
2 Sixes	-	-	24	4 and 2 twice	12
6 and 5 twice			22	4 and 1 twice	10
6 and 4 twice			20	3 and 2 twice	10
6 and 3 twice			18	3 and 1 twice	8
6 and 2 twice			16	2 and 1 twice	6
6 and 1 twice			14		—

*Points, 294*

Divide 294 by 36 gives 8, which is the average throw upon two dice.

To know the odds of being hit upon an ace.

Look in the table, where you will find thus \* marked.

* 2 Aces	-	-	1	* 4 and 1 twice	2
* 6 and 1 twice			2	* 3 and 1 twice	2
* 5 and 1 twice			2	* 2 and 1 twice	2

*Total 11*

Which deducted from 36

The remainder is 25

So that it appears, that it is 25 to 11 against hitting an ace, upon a certain, or flat die.

The same method maybe taken with any other flat die, as you have seen with the ace.

The odds of entering a man upon 1, 2, 3, 4, or 5, points are

<i>Answer.</i>		<i>Reduced.</i>			
To enter it upon	for.	against.	for.	against.	
1 point is	11	to 25	4	to 9	
2 points	20	16	5	4	
3 points	27	9	8	1	
4 points	32	4	8	1	
5 points	35	1	35	1	

or about.

The odds of hitting, with any chance, in the reach of a single die are,

<i>Answer.</i>		<i>Reduced.</i>			
To hit upon	for.	against.	for.	again	
1 is	11	to 25	4	to 9	
2	12	24	1	2	
3	14	22	2	3	
4	15	21	5	7	
5	15	21	5	7	
6	17	19	8 1-2	9 1-2	

or about.

The odds of hitting with double dice are as follow :

<i>Answer.</i>		<i>Reduced.</i>			
To hit upon	for.	against.	for.	against.	
7 is	6	to 30	1	to 5	
8	6	30	1	5	
9	5	31	1	6	
10	3	33	1	11	
11	2	34	1	17	
12 (or 2 6's)	1	35	1	35	

or about.

To explain to a learner how to find by the table of 36 chances, the odds of being hit upon any certain or flat die, this second example is added, to show how to find by that table the odds of being hit upon a 6.

2 Sixes	-	-	1	6 and 5 twice	2
2 Trois	-	-	1	6 and 2 twice	2
2 Deuces	-	-	1	6 and 1 twice	2
6 and 5 twice	-	-	2	5 and 1 twice	2
6 and 4 twice	-	-	2	5 and 2 twice	2

17

Which deducted from 36  
There remains 19



By which it is evident, that it is 19 to 17 against being hit upon a 6.

### THE ODDS OF THE HITS.

2 love is about 5 to 2

2 to 1 is 2 1

1 love is 8 2

1. If you play three up at back-gammon, your principal aim, in the first place, is, either to secure your own or your adversary's cinque-point; when that is achieved, you may play a pushing game, and try to gammon your adversary.

2. The second best point (after you have gained your cinque-point) is to make your bar-point, thereby preventing your adversary's running with two sixes.

3. After having proceeded thus far, you are then to prefer the making your quatre-point in your own tables, rather than the quatre-point out of them.

4. Having effected these points, you have a fair chance to gammon your adversary, if he is very forward: for, suppose his tables are broke at home, it will then become your interest to open your bar-point, and to force him to come out of your tables with a six; and having your men spread, you may not only catch that man which your adversary brings out of your tables, but you will also have a probability of taking up the man left in your tables (supposing that he had two men there.) And suppose he should have a blot at home, it will then be your interest not to make up your tables; because, if he should enter upon a blot, which you are to make for the purpose, you will have a probable chance of getting a third man; which, if achieved, will give you, at least, 4 to 1 of the gammon; whereas, if you have only two of his men up, the odds are in his favour that you do not gammon him.

5. If you play for a hit only, one or two men taken up of your adversary's makes it surer than a greater number, provided that your tables are made up.

## 6. INSTRUCTIONS HOW TO CARRY YOUR MEN HOME.

When you carry your men home, in order to lose no point, you are to carry the most distant man to the bar-point of your adversary, that being the first stage; the next stage is six points farther, viz. in the place where your adversary's five men are first placed out of his tables; the next stage is upon the sixth point in your tables. This method is to be pursued till your men are brought home, excepting two, when, by losing a point you may save your gammon, by putting it in the power of two fives or two fours to save it.

7. When a hit is only played for, you frequently should endeavour to gain either your own or your adversary's cinque-point; and if that fails by your being hit by your adversary, and you find that he is forwarder than yourself, you must throw more men into his tables; which is done thus: put a man upon your cinque or bar-point, and if your adversary neglects to hit it, you may then gain afterward game, instead of a back game; but if he hits you, you must play for a back game, and then the greater number of men which are taken up make your game the better, because you will, by that means, preserve your game at home; and then you should endeavour to gain both your adversary's ace and trois-points, or his ace and deuce-points, and take care to keep three men upon his ace-point, that if you hit him from thence that point may remain still secure to you.

8. At the beginning of a set do not play for a back game, because it would be running the risque of a gammon to win a single hit.

## RULES.

*For playing, at setting out, the 36 chances of the dice, taken  
you are to play for a gammon, or for a single hit.*

1. Two aces, to be played on your cinque-point and bar-point.

2. Two sixes, to be played on your adversary's bar-point, and on your own bar-point.
3. \* Two trois, to be played on your cinque-point, and on your trois-point in your own table, for a gammon only.
4. † Two dences, to be played on your quatre-point in your own tables, and two from the five men placed in your adversary's tables, for a gammon only.
5. † Two fours, from the five men placed in your adversary's tables, to the cinque-point in your own tables, for a gammon only.
6. Two fives, from the five men placed in your adversary's tables, to the trois-point in your own tables.
7. Size-ace, you are to take your bar-point.
8. Size-deuce, a man from the five men placed in your adversary's tables, to the cinque-point in your own tables.
9. Six and three, a man from your adversary's ace-point, as far as he will go.
10. Six and four, a man from your adversary's ace-point, as far as he will go.
11. Six and five, a man from your adversary's ace point, as far as he can go.
12. Cinque and quatre, a man from your adversary's ace-point, as far as he can go.
13. Cinque-trois, make the trois-point in your tables.
14. Cinque-deuce, two men from the five placed in your adversary's tables.
15. \* Cinque-ace, one man from the five placed in your adversary's tables for the cinque, and one man on the cinque-point in your own tables, for a gammon only.
16. Quatre-trois, two men from the five placed in your adversary's tables.
17. Quatre-deuce, make the quatre-point in your own tables.
18. † Quatre-ace, a man from the five placed in your adversary's tables for the quatre, and a man upon the cinque-point in your own tables, for a gammon only.
19. Trois-deuce, two men from the five placed in your adversary's tables, for a gammon only.

20. Trois-ace, make the cinque-point in your own tables.

21. \* Deuce-ace, play one man from the five men placed in your adversary's tables for the deuce; and for the ace, a man upon the cinque-point in your own tables, for a gammon only.

# RULES.

*How to play the chances that are marked thus \* for a hit only.*

1. \* Two trois, two of them on your cinque-point in your own tables, and two on the quatre-point in your adversary's tables.

2. † Two deuces, two on your quatre-point in your own tables, and two on the trois-point in your adversary's tables.

The two preceding cases are to be played in this manner, for this reason, viz. that thereby you avoid being shut up in your adversary's tables, and have the chance of throwing high doublets, to win the hit.

● 3. \* Two fours, two on your adversary's cinque-point in his tables; and two men from the five placed in your adversary's tables.

4. \* 1. Cinque-ace, play the cinque from the five men placed in your adversary's tables, and the ace from your adversary's ace-point.

5. \* 2. Quatre-ace, play the quatre from the five men placed in your adversary's tables, and the ace from the men on your adversary's ace-point.

6. \* 3. Deuce-ace, play the deuce from the five men placed in your adversary's tables, and the ace from your adversary's ace-point.

7. These three last chances are played in this manner, for the following reason: by laying an ace down in your adversary's tables, you have a probability of throwing deuce-ace, trois-deuce, quatre-trois, or size cinque, in two or three throws; in any of which cases you secure a point, which gives you vastly the best of the hit.

You may observe by the directions given in this

ter, that you are to play nine chances out of the thirty-six in a different manner, for a single hit, than for a gammon.

### CAUTIONS, OBSERVATIONS, AND HINTS.

1. To play for a gammon, you are to make some blots on purpose, the odds being in your favour, that they are not hit; but if any blot is hit, as you will have three men in your adversary's tables, you must then try to secure your adversary's cinque, quatre, or trois-point, to prevent a gammon, and must be very cautious how you suffer your adversary to take up a fourth man.

2. Do not crowd your game by putting many men either upon your trois or deuce-point in your own tables; which is, in effect, losing those men by not having them in play. Besides, by crowding your game, to save a gammon, you are often gammoned; because when your adversary finds your game crowded in your own tables, he may then play his game as he thinks proper.

3. By the following calculations, you may know the odds of your entering a single man upon any given number of points, and the game should be played accordingly.

4. If you are obliged to leave a blot, by resource to the calculations for hitting it, you will find the chances for and against you, and be enabled to judge how to play your game to the greatest advantage.

5. You will also find by the calculations the odds for and against you, upon being hit by double dice, and consequently you will have it in your power to choose such a method of play as is most to your advantage.

6. If it is necessary to make a run, in order to win a hit, and you would know to a point which is forwardest, your adversary or you;

Reckon how many points you must have to bring home to your size-point in your own tables the man that is at the greatest distance from it, and do the like by every other man that is abroad: when the numbers are summed up, add to them the following numbers for those already on your own tables (supposing the men that were abroad

as on your size-point for bearing), namely, six for every man on the size-point, five for every man on the cinque-point, four for every man on the quatre-point, three for every man on the trois-point, two for every man on the deuce-point, and one for every man on your ace-point. Do the like to your adversary's game, and then you will know which of you is forwardest, and likeliest to win the hit.

## DIRECTIONS

*For a learner to bear his men.*

1. If your adversary is much before you, never play a man from your quatre, trois, or deuce-points, in order to bear that man from the point where you put it, because nothing but high doublets can give you any chance for the hit. always play them from your size or highest point; so that throwing two fives, or two fours, will, upon having eased your size and cinque-points, be of advantage; whereas had your size-point remained loaded, you must perhaps, be obliged to play at length those fives and fours.

2. Whenever you have taken up two of your adversary's men, and have two, three, or more points, made in your own tables, spread your men, in order either to take a new point in your tables, or be ready to hit the man which your adversary may enter. As soon as he enters one of his men, compare his game with yours; and if you find that the game is upon a par, or better, never fail taking his man up if you can, it being 25 to 11 against his hitting you; which chance being so much in your favour, you should always run that risk, when you have already two of his men up.

An exception may be made to this rule; if you play for a single hit only, and your play that throw otherwise gives you a superior chance for the hit, you ought not to take up that man.

3. Never be deterred from taking up any one man of your adversary's by the fear of his hitting you with dou-

ble dice, because the fairest probability he has of hitting you is 5 to 1 against your adversary.

4. If you have five points in your tables, and have taken up one of your adversary's men, and are forced to leave a blot out of your tables, leave it upon doublets, in preference to any other chance; because doublets are 35 to 1 against his hitting you, and any other chance is but 17 to 1 against him.

5. Two of your adversary's men in your tables are better for a hit than if you had more, provided your game is more forward; because his having three or more men in your tables gives him more chances to hit you, than if he had but two men in them.

6. If you are to leave a blot upon entering a man upon your adversary's tables, or otherwise, leave it upon the point most disadvantageous to him. For example, if it is his interest to hit you or take you up as soon as you enter; leave the blot upon his lowest open point, because (as has been stated before) all the men your adversary plays upon his trois or his deuce-points are deemed lost, being greatly out of play, and his game will be crowded there and open elsewhere, whereby he must be greatly annoyed.

7. To prevent your adversary from bearing his men to the greatest advantage, at the time you are running to save your gammon, it is your advantage to leave a man upon your opponent's ace point; which will prevent his bearing his men to his greatest advantage, and will also give you the chance of his making a blot, which you may chance to hit. However, if, upon a calculation, you find that you have a throw, or a probability of saving your gammon, never wait for a blot, because the odds are greatly against hitting it.

#### CASES BY WAY OF EXAMPLE, TO CALCULATE THE ODDS OF SAVING OR WINNING THE GAMMON.

1. If your adversary has so many men abroad as require three throws to put them into his tables; and your tables are made up, and you have taken up one of your

adversary's men; it is about an equal wager that your adversary is gammoned.

Because, in all probability, you will have borne two men before you open your tables, and when you bear the third man, you will be obliged to open your size on cinque-point; in that case it is probable that your adversary is obliged to throw twice before he enters his man in your tables, and two throws more before he puts that man into his own tables, and three throws more to put the men which he has abroad into his own tables; in all seven throws: now as you have twelve men to bear, these probably will take seven throws in bearing, because before you can bear all your men, you may twice be obliged to make an ace, or a deuce.

N. B. No mention is made of doublets of either side, that event being equal to each party.

The preceding case duly attended to, shows how to calculate, very nearly, the odds of saving or winning a gammon upon most occasions.

2. Suppose I have three men upon my adversary's ace point, and five points in my own tables, and that my adversary has all his men in his tables, three upon each of his five highest points:

*Question.* Whether the probability is for the adversary's gammoning me, or not?

*Answer.*

*Points.*

For his bearing 3 men from his 6th point is - - 18

5th point 15

4th point 12

3d point 9

2d point 6

—  
In all 60

Bringing my three men from my adversary's

ace-point, to my size-point in my tables,

being 18 points each, make in all - - - 54

—  
Remains 6

Now in addition to the six points in your favour, there is a further consideration for you, which is, that your



adversary may make one or two blots in bearing, as is frequently the case; by this calculation, you have greatly the better of the probability of saving your gammon.

N. B. This case is supposed upon an equality of throwing.

3. Suppose I leave two blots, either of which cannot be hit but by double dice: to hit the one, that cast must be eight, and the other must be nine; so that my adversary has only one die to hit either of them:

*The odds are 25 to 1 against hitting either of those blots.*

4. Suppose I leave two other blots than the former, which cannot be hit but by double dice, the one must be hit by eight, and the other by seven:

*It is 2 to 1 that I am not hit.*

### A CRITICAL GAME TO PLAY.

Suppose A and B place their men in the following manner for a hit:

A, three men upon his size-point in his own tables, three men out of his tables upon his usual point, and nine men upon his adversary's ace, deuce, and trois-points, three upon each; and suppose B's men to be placed in his own, and in his adversary's tables, in the same manner and order.

Situated thus, the best player ought to win the hit.

Now if A throws first, he ought to endeavour to gain his adversary's cinque point; when that is done, let him lay as many blots as possible, to tempt B to hit him; for every time that B hits them will be to A's advantage, because it puts him backward; and let A take up none of B's men for the same reason.

A, should endeavour to have three men upon each of his adversary's ace and deuce-points; because when B makes a blot, these points will remain secure, and when A has borne five, six, or more men, A yet may secure six close points out of his tables, in order to prevent B from getting his man home: and by recourse to calculation he may easily find out (in case he makes up his tables) what is the best of the hit; and if he finds that B is the foremost, he should then try to lay such blots as may be

taken up by his adversary, that he may give him a chance for taking up another man, in case B should have a blot at home.

Those who play the foregoing game well may rank in the first class of back-gammon players.

### A CASE OF CURIOSITY.

A and B play at back-gammon; A has borne thirteen men, and has two men to bear upon his deuce-point; B has thirteen men in his own tables, and two men to enter. B is to throw, and to name the throws both for himself and A, but not to hit a blot of either side.

Now what throw is B to name for both parties, in order to save his gammon?

*Answer.* B calls for himself two aces, which enters his two men upon A's ace-point. B also calls two aces for A, and therefore A can neither bear a man, nor play one: then B calls for two sixes for himself, and carries one man home upon his size-point in his own tables, and the other he places upon his adversary's bar-point: B also calls size-ace for A, so that A has one man left to bear, and then B calls for himself either two sixes, two fives, or two fours, any of which bear a man, if he has men in his tables upon those points, and saves his gammon.

The following question is worth attention, as being critical and instructive.

Supposing that yours and your adversary's tables are made up.

And that you have one man to carry home, but that he has two men on your bar-point to carry home, which lie in wait to catch your man, and that if you pass him you are to win the hit: suppose also that you have it in your option to run the risk of being hit, by 7 or by 8, both of which are chances upon double dice:

*Question.* Which of these chances is it best for you to venture?

*Answer.* That of 7, for the following reasons:

First. Because the chances of being hit by 7 or 8 are equal.

**Second.** If he does not hit 7, you will then have in your favour twenty-three chances to thirteen, that by your next throw you either hit him or pass beyond him.

**Third.** In case your second throw should be under 7, and you cannot hit him, yet you may play that cast at home, and consequently leave the blot upon double dice.

Where as if, on the contrary, you had left the blot upon 8, you would have made a bad choice, for the following reasons:

1. Because the chances of being hit by 7 or by 8 are equal only.

2. Because, if you should escape the being hit by 8, yet then you would have but seventeen chances in your favour, against nineteen, for either hitting him, or passing beyond him, by your next throw.

3. Now in case your second throw should be size-ace, which is short of him, you would then be forced to play the man that is out of your tables, being unable to play the six at home, and consequently to leave a blot to be hit by a single die, (or flat) in which event, computing that you play for eighteen shillings a game, he would be entitled to eleven shillings of the whole depending stake.

### THE LAWS OF BACK-GAMMON.

1. If the man is taken from any point, it must be played.

2. A man is not played, till it is placed upon a point and quitted.

3. If a player has only fourteen men in play, there is no penalty attending it.

4. If he bears any number of men before he has entered a man taken up, and which of course he was obliged to enter, such men so borne must be entered again in the adversary's tables as well as the man taken up.

5. If he has mistaken his throw and played it and his adversary has thrown, it is not in the choice of either of the players to alter it, unless both parties agree to it.

# THE GAME OF DRAUGHTS.

**DRAUGHTS**, or **Checquers**, is played on a chequered table of thirty-two white, and thirty-two black squares, with twelve black and twelve white men, or checquers. The table should be so placed, as that each player will have a black square at his right hand, if they play on the white squares; or a white square, if they play on the black.

The men move obliquely *forward*, until they arrive at the adversary's head row, when they are made *kings*, and move *backward* and *forward*. The adversary's men are taken by leaping over them, and *must be taken* whenever offered or exposed. No move can be recalled after the man has been quitted. The players have the first move each game alternately.

Draughts may be best learnt by playing the following games; for which purpose the white squares are numbered; number 1 being on your right hand and 4 on your left; number 5 the right hand of the second row, and 8 the left, and so on. The numbers should be placed on the corners of the squares, so as to be seen when the men are placed. The black men are placed on 1 to 12; the white on 21 to 32.

The letters **N. C. F. T.** denote **Number, Colour, From, To.**

## GAME THE FIRST.

N	C	F T	N	C	F T	N	C	F T
1	B	11,15	19	B	11,25	37	B	14,18
2	W	22,18	20	W	32,27	38	W	16,11
3	B	15,22	21	B	5,14	39	B	7,16
4	W	25,18	22	W	27,23	40	W	20,11
5	B	8,11	23	B	6,10	41	B	18,23
6	W	29,25	24	W	16,12	42	W	11, 8
7	B	4, 8	25	B	8,11	43	B	23,27
8	W	25,22	26	W	28,24	44	W	8, 4
9	B	12,16	27	B	25,29	45	B	27,31
10	W	24,20	28	W	30,25	46	W	4, 8
11	B	10,15	29	B	29,22	47	B	31,27
12	W	27,24	30	W	26,17	48	W	24,20
*								
13	B	16,19	31	B	11,15	49	B	27,23
14	W	23,16	32	W	20,16	50	W	8,11
15	B	15,19	33	B	15,18	51	B	23,18
16	W	24,15	34	W	24,20	52	W	11, 8
17	B	9,14	35	B	18,27	53	B	18,15
18	W	18, 9	36	W	31,24	&c.	W	loses.

\* 12 White loses the Game by this move.

## GAME THE SECOND.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	5,14		37	B	10,17	
	W	22,18		20	W	24,19		38	W	21,14	
3	B	15,22		21	B	15,24		39	B	30,25	
4	W	25,18		22	W	28,19		40	W	14, 9	
5	B	8,11		23	B	14,17		41	B	11,15	
6	W	29,25		24	W	32,27		42	W	9, 6	
7	B	4, 8		25	B	10,14		43	B	2, 9	
8	W	25,22		26	W	27,24		44	W	13, 6	
9	B	12,16		27	B	3, 7		45	B	15,18	
10	W	24,20		28	W	30,25		46	W	6, 2	
11	B	10,15		29	B	6, 9		47	B	7,10	
12	W	21,17		30	W	13, 6		48	W	2, 6	
13	B	7,10		31	B	1,10		49	B	10,14	
14	W	27,24		32	W	22,13		50	W	6, 9	
15	B	8,12		33	B	14,18		51	B	25,21	
16	W	17,13		34	W	23,14		52	W	31,26	
17	B	9,14		35	B	16,30		53	B	14,17	
18	W	18, 9		36	W	25,21		&c.		drawn	

## GAME THE THIRD.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	16,23		37	B	12,19	
2	W	22,18		20	W	26,10		38	W	24, 8	
3	B	15,22		21	B	14,23		39	B	3,12	
4	W	25,18		22	W	27,18		40	W	13, 9	
5	B	8,11		23	B	6,15		41	B	14,18	
6	W	29,25		24	W	13 6		42	W	28,24	
7	B	4, 8		25	B	1,10		43	B	18,23	
8	W	25,22		26	W	31,26		44	W	24,19	
9	B	10,15		27	B	5, 9		45	B	23,27	
10	W	24,20		28	W	26,23		46	W	19,15	
11	B	12,16		29	B	9,13		47	B	27,32	
12	W	21,17		30	W	23,19		48	W	15,11	
13	B	7,10		31	B	13,17		49	B	32,27	
14	W	17,13		32	W	22,13		50	W	9, 5	
15	B	8,12		33	B	15,22		51	B	27,23	
16	W	28,24		34	W	52,28		52	W	5, 1	
17	B	10,14		35	B	10,14		53	B	22,26	
18	W	23,19		36	W	19,16		&c.		drawn	

## GAME THE FOURTH.

N	C	F T	N	C	F T	N	C	F T
1	W	22,18	19	W	25,22	37	W	32,23
2	B	11,15	20	B	16,20	38	B	6,10
3	W	18,11	21	W	19,16	39	W	13, 6
4	B	8,15	22	B	20,27	40	B	2, 9
5	W	21,17	23	W	31,24	41	W	17,13
6	B	4, 8	24	B	12,19	42	B	9,14
7	W	17,13	25	W	23,16	&c.		drawn
8	B	8,11	26	B	10,14			
9	W	25,22	27	W	17,10			
10	B	9,14	28	B	7,14			
11	W	29,25	29	W	24,19			
12	B	5, 9	30	B	15,24			
13	W	23,19	31	W	28,19			
14	B	14,17	32	B	11, 5			
15	W	27,23	33	W	22,17			
16	B	17,21	34	B	14,18			
17	W	22,17	35	W	26,23			
18	B	11,16	36	B	18,27			



## GAME THE SEVENTH.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,18		19	W	23,18		37	W	29,22	
2	B	11,13		20	B	11,16		38	B	14,18	
3	W	18,11		21	W	27,28		39	W	23,14	
4	B	8,15		22	B	16,20		40	B	6,10	
5	W	21,17		23	W	32,27		41	W	15, 6	
6	B	4, 8		24	B	10,14		42	B	2,25	
7	W	17,13		25	W	17,10		43	W	19,15	
8	B	8,11		26	B	7,14		44	B	25,30	
9	W	23,19		27	W	18, 9		45	W	27,23	
10	B	9,14		28	B	5,14		46	B	20,27	
11	W	25,21		29	W	13, 9		47	W	31,24	
12	B	14,18		30	B	6,13		48	B	30,26	
13	W	26,23		31	W	19,15		49	W	23,18	
14	B	18,22		32	B	1, 6		50	B	26,22	
15	W	30,26		33	W	24,19		51	W	18,14	
16	B	15,18		34	B	3, 7		52	B	12,16	
17	W	26,17		35	W	28,24		53	W	15,11	
18	B	18,22		36	B	22,25		&c.		drawn	

## GAME THE EIGHTH.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,18		19	W	27,18					
2	B	11,15		20	B	7,16					
3	W	18,11		21	W	24,20					
4	B	8,15		22	B	16,19					
5	W	21,17		23	W	18,15					
6	B	4, 8		24	B	19,23					
7	W	23,19		25	W	15,11					
8	B	8,11		26	B	10,14					
9	W	17,13		27	W	11, 8					
10	B	9,14		28	B	22,26					
11	W	25,21		29	W	31,22					
12	B	14,18		30	B	14,17					
13	W	26,23		31	W	21,14					
14	B	18,22		32	B	6, 9					
15	W	23,18		33	W	13, 6					
16	B	11,16		34	B	1,26					
17	W	18,11		35	W	8, 4					
18	B	16,23		&c.		drawn					

## GAME THE ELEVENTH.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	4, 8					
2	W	22,17		20	W	24,19					
3	B	8,11		21	B	16,23					
4	W	25,22		22	W	26,19					
5	B	11,16		23	B	8,11					
6	W	23,18		24	W	31,26					
7	B	3, 8		25	B	2, 7					
8	W	18,11		26	W	26,23					
9	B	8,15		27	B	11,15					
10	W	24,19		28	W	32,28					
11	B	15,24		29	B	15,24					
12	W	27,11		30	W	28,19					
13	B	7,16		31	B	7,11					
14	W	22,18		32	W	30,26					
15	B	9,14		33	B	11,15					
16	W	18, 9		34	W	19,16					
17	B	5,14		35	B	12,19					
18	W	28,24		&c.		drawn					

## GAME THE TWELFTH.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	16,23		37	B	7,11	
2	W	22,17		20	W	31,26		38	W	24,20	
3	B	8,11		21	B	14,18		39	B	15,24	
4	W	25,22		22	W	26,19		40	W	28,19	
5	B	11,16		23	B	18,22		41	B	11,15	
6	W	23,18		24	W	17,14		42	W	30,25	
7	B	15,19		25	B	10,17		43	B	15,24	
8	W	24,15		26	W	21,14		44	W	25,18	
9	B	10,19		27	B	3, 7		45	B	1, 6	
10	W	17,13		28	W	14, 9		46	W	5, 1	
11	B	9,14		29	B	4, 8		47	B	6,13	
12	W	18, 9		30	W	9, 5		&c.		drawn	
13	B	5,14		31	B	8,11					
14	W	22,17		32	W	32,27					
15	B	7,10		33	B	6,10					
16	W	27,24		34	W	27,23					
17	B	19,23		35	B	11,15					
18	W	26,19		36	W	13, 9					

## GAME THE THIRTEENTH.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,17		19	W	26,17					
2	B	11,15		20	B	3, 8					
3	W	25,22		21	W	32,28					
4	B	9,13		22	B	14,15					
5	W	23,18		23	W	18,11					
6	B	6, 9		24	B	8,24					
7	W	18,11		25	W	28,19					
8	B	8,15		26	B	4, 8					
9	W	27,23		27	W	17,13					
10	B	9,14		28	B	2, 6					
11	W	30,25		29	W	25,22					
12	B	5, 9		30	B	8,11					
13	W	24,19		31	W	31,26					
14	B	15,24		32	B	11,16					
15	W	28,19		33	W	22,17					
16	B	7,11		34	B	14,18					
17	W	22,18		35	W	23, 7					
18	B	13,22		&c.		drawn					

## GAME THE FOURTEENTH.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	9,13					
2	W	22,17		20	W	32,28					
3	B	8,11		21	B	1, 6					
4	W	17,13		22	W	21,17					
5	B	4, 8		23	B	14,21					
6	W	23,19		24	W	23,14					
7	B	15,18		25	B	10,26					
8	W	24,20		26	W	19, 1					
9	B	11,15		27	B	13,17					
10	W	28,24		28	W	30,23					
11	B	8,11		29	B	21,30					
12	W	26,23		30	W	1, 6					
13	B	9,14		31	B	2, 8					
14	W	31,26		32	W	6, 2					
15	B	6, 9		33	B	7,10					
16	W	13, 6		34	W	23,19					
17	B	2, 9		35	B	10,14					
18	W	26,22		&c.		drawn					

## GAME THE FIFTEENTH.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	8,22					
2	W	22,17		20	W	30,25					
3	B	15,18		21	B	9,18					
4	W	23,14		22	W	27,23					
5	B	9,18		23	B	18,27					
6	W	17,14		24	W	25,18					
7	B	10,17		25	B	5, 9					
8	W	21,14		26	W	32,23					
9	B	8,11		27	B	4, 8					
10	W	24,20		28	W	29,25					
11	B	6, 9		29	B	12,16					
12	W	26,23		30	W	19, 3					
13	B	3, 8		31	B	2, 6					
14	W	23,19		32	W	3,10					
15	B	18,22		33	B	6,29					
16	W	25,18		&c.		drawn					
17	B	11,16									
18	W	20,11									

## GAME THE SIXTEENTH.

N	C	F T	N	C	F T	N	C	F T
1	W	22,18	19	W	21,17			
2	B	11,16	20	B	1, 6			
3	W	25,22	21	W	17,13			
4	B	10,14	22	B	3, 7			
5	W	29,25	23	W	28,24			
6	B	16,20	24	B	12,16			
7	W	24,19	25	W	26,23			
8	B	8,11	26	B	8,12			
9	W	19,15	27	W	23,19			
10	B	4, 8	28	B	16,23			
11	W	22,17	29	W	31,26			
12	B	7,10	30	B	7,10			
*								
13	W	25,22	31	W	26,19			
14	B	10,19	32	B	11,16			
15	W	17,10	33	W	18,11			
16	B	6,15	34	B	16,23			
17	W	23, 7	35	W	27,18			
18	B	2,11	&c. B	loses.				

\* 12 The game is lost by Black by this move.



## GAME THE SEVENTEENTH.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22	18	19	W	23	16	37	W	2	
2	B	11	16	20	B	14	23	38	B	1	
3	W	25	22	21	W	27	18	39	W	1	
4	B	10	14	22	B	20	27	40	B	1	
5	W	29	25	23	W	31	24	41	W	2	
6	B	8	11	24	B	11	27	42	B	1	
7	W	24	19	25	W	32	23	43	W	1	
8	B	16	20	26	B	7	10	44	B	2	
9	W	19	15	27	W	15	11	45	W	3	
10	B	4	8	28	B	8	15	46	B	2	
11	W	22	17	29	W	18	11	47	W	1	
12	B	12	16	30	B	10	15	48	B	3	
13	W	17	10	31	W	21	17	49	W	2	
14	B	7	14	32	B	3	7	50	B	2	
15	W	26	22	33	W	11	2	51	W	1	
16	B	2	7	34	B	9	13	52	B	2	
17	W	28	24	35	W	2	9	53	W	1	
18	B	16	19	36	B	5	21	&c.			

## GAME THE EIGHTEENTH.

N	C	F T	N	C	F T	N	C	F T
1	B	11, 15	19	B	4, 8	37	B	6, 9
2	W	22, 17	20	W	25, 22	38	W	32, 23
3	B	9, 13	21	B	8, 11	39	B	9, 27
4	W	17, 14	22	W	22, 18	&c.	W	loses.
5	B	10, 17	23	B	11, 16			
6	W	21, 14	24	W	27, 23			
7	B	8, 11	25	B	16, 20			
8	W	24, 19	26	W	31, 27			
9	B	15, 24	27	B	13, 17			
10	W	28, 19	28	W	30, 26			
11	B	11, 16	29	B	1, 6			
12	W	25, 21	30	W	18, 15			
			*					
13	B	6, 9	31	B	20, 24			
14	W	29, 25	32	W	27, 20			
15	B	9, 18	33	B	7, 10			
16	W	23, 14	34	W	14, 7			
17	B	16, 23	35	B	2, 27			
18	W	26, 19	36	W	21, 14			

\* 30 Here the game is lost by White.

## GAME THE NINETEENTH.

N	C	F T	N	C	F T	N	C	F
1	B	11,15	19	B	4, 8	37	B	7,
2	W	22,17	20	W	25,22	38	W	15,
3	B	9,13	21	B	8,11	39	B	3,
4	W	17,14	22	W	22,18	40	W	27,
5	B	10,17	23	B	11,16	41	B	18,
6	W	21,14	24	W	27,23	&c.		dra
7	B	8,11	25	B	16,20			
8	W	24,19	26	W	31,27			
9	B	15,24	27	B	13,17			
10	W	28,19	28	W	30,26			
11	B	11,16	29	B	1, 6			
12	W	25,21	30	W	19,16			
13	B	6, 9	31	B	12,19			
14	W	29,25	32	W	23,16			
15	B	9,18	33	B	6, 9			
16	W	23,14	34	W	18,15			
17	B	16,23	35	B	9,18			
18	W	26,19	36	W	21,14			

## GAME THE TWENTIETH:

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,16		19	B	7,14					
2	W	22,18		20	W	32,27					
3	B	16,19		21	B	3, 7					
4	W	23,16		22	W	27,24					
5	B	12,19		23	B	7,10					
6	W	24,15		24	W	24,15					
7	B	10,19		25	B	10,19					
8	W	25,22		26	W	31,27					
9	B	9,14		27	B	8,11					
10	W	18, 9		28	W	29,25					
11	B	5,14		29	B	6,10					
12	W	22,17		30	W	27,23					
13	B	7,10		31	B	11,16					
14	W	27,24		32	W	25,22					
15	B	2, 7		33	B	10,15					
16	W	24,15		34	W	22,17					
17	B	10,19		35	B	15,18					
18	W	17,10		&c.	drawn						

## GAME THE THIRTEENTH.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,17		19	W	26,17					
2	B	11,15		20	B	3, 8					
3	W	25,22		21	W	32,28					
4	B	9,13		22	B	14,15					
5	W	23,18		23	W	18,11					
6	B	6, 9		24	B	8,24					
7	W	18,11		25	W	28,19					
8	B	8,15		26	B	4, 8					
9	W	27,23		27	W	17,13					
10	B	9,14		28	B	2, 6					
11	W	30,25		29	W	25,22					
12	B	5, 9		30	B	8,11					
13	W	24,19		31	W	31,26					
14	B	15,24		32	B	11,16					
15	W	28,19		33	W	22,17					
16	B	7,11		34	B	14,18					
17	W	22,18		35	W	23, 7					
18	B	13,22		&c.		drawn					

## GAME THE FOURTEENTH.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	9,13					
2	W	22,17		20	W	32,28					
3	B	8,11		21	B	1, 6					
4	W	17,13		22	W	21,17					
5	B	4, 8		23	B	14,21					
6	W	23,19		24	W	23,14					
7	B	15,18		25	B	10,26					
8	W	24,20		26	W	19, 1					
9	B	11,15		27	B	13,17					
10	W	28,24		28	W	30,23					
11	B	8,11		29	B	21,30					
12	W	26,23		30	W	1, 6					
13	B	9,14		31	B	3, 8					
14	W	31,26		32	W	6, 2					
15	B	6, 9		33	B	7,10					
16	W	13, 6		34	W	23,19					
17	B	2, 9		35	B	10,14					
18	W	26,22		&c.		drawn					

## GAME THE THIRTEENTH.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,17		19	W	26,17					
2	B	11,15		20	B	3, 8					
3	W	25,22		21	W	32,28					
4	B	9,13		22	B	14,15					
5	W	23,18		23	W	18,11					
6	B	6, 9		24	B	8,24					
7	W	18,11		25	W	28,19					
8	B	8,15		26	B	4, 8					
9	W	27,23		27	W	17,13					
10	B	9,14		28	B	2, 6					
11	W	30,25		29	W	25,22					
12	B	5, 9		30	B	8,11					
13	W	24,19		31	W	31,26					
14	B	15,24		32	B	11,16					
15	W	28,19		33	W	22,17					
16	B	7,11		34	B	14,18					
17	W	22,18		35	W	23, 7					
18	B	13,22		&c.		drawn					

## GAME THE FOURTEENTH.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	9,13					
2	W	22,17		20	W	32,28					
3	B	8,11		21	B	1, 6					
4	W	17,13		22	W	21,17					
5	B	4, 8		23	B	14,21					
6	W	23,19		24	W	23,14					
7	B	15,18		25	B	10,26					
8	W	24,20		26	W	19, 1					
9	B	11,15		27	B	13,17					
10	W	28,24		28	W	30,23					
11	B	8,11		29	B	21,30					
12	W	26,23		30	W	1, 6					
13	B	9,14		31	B	3, 8					
14	W	31,26		32	W	6, 2					
15	B	6, 9		33	B	7,10					
16	W	13, 6		34	W	23,19					
17	B	2, 9		35	B	10,14					
18	W	26,22		&c.		drawn					



## GAME THE FIFTEENTH.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	8,22					
2	W	22,17		20	W	30,25					
3	B	15,18		21	B	9,18					
4	W	23,14		22	W	27,23					
5	B	9,18		23	B	18,27					
6	W	17,14		24	W	25,18					
7	B	10,17		25	B	5, 9					
8	W	21,14		26	W	32,23					
9	B	8,11		27	B	4, 8					
10	W	24,20		28	W	29,25					
11	B	6, 9		29	B	12,16					
12	W	26,23		30	W	19, 3					
13	B	3, 8		31	B	2, 6					
14	W	23,19		32	W	3,10					
15	B	18,22		33	B	6,29					
16	W	25,18		&c.		drawn					
17	B	11,16									
18	W	20,11									

## GAME THE SIXTEENTH.

N	C	F T	N	C	F T	N	C	F T
1	W	22,18	19	W	21,17			
2	B	11,16	20	B	1, 6			
3	W	25,22	21	W	17,13			
4	B	10,14	22	B	3, 7			
5	W	29,25	23	W	28,24			
6	B	16,20	24	B	12,16			
7	W	24,19	25	W	26,23			
8	B	8,11	26	B	8,12			
9	W	19,15	27	W	23,19			
10	B	4, 8	28	B	16,23			
11	W	22,17	29	W	31,26			
12	B	7,10	30	B	7,10			
*								
13	W	25,22	31	W	26,19			
14	B	10,19	32	B	11,16			
15	W	17,10	33	W	18,11			
16	B	6,15	34	B	16,23			
17	W	23, 7	35	W	27,18			
18	B	2,11	&c.	B	loses.			

\* 12 The game is lost by Black by this move.

## GAME THE SEVENTEENTH.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,18		19	W	23,16		37	W	23,18	
2	B	11,16		20	B	14,23		38	B	15,19	
3	W	25,22		21	W	27,18		39	W	18,14	
4	B	10,14		22	B	20,27		40	B	19,23	
5	W	29,25		23	W	31,24		41	W	22,18	
6	B	8,11		24	B	11,27		42	B	13,17	
7	W	24,19		25	W	32,23		43	W	18,15	
8	B	16,20		26	B	7,10		44	B	23,26	
9	W	19,15		27	W	15,11		45	W	30,23	
10	B	4, 8		28	B	8,15		46	B	21,30	
11	W	22,17		29	W	18,11		47	W	14,10	
12	B	12,16		30	B	10,15		48	B	30,26	
13	W	17,10		31	W	21,17		49	W	23,19	
14	B	7,14		32	B	3, 7		50	B	26,23	
15	W	26,22		33	W	11, 2		51	W	19,16	
16	B	2, 7		34	B	9,13		52	B	23,18	
17	W	28,24		35	W	2, 9		53	W	16,11	
18	B	16,19		36	B	5,21		&c.		drawn	

**GAME THE EIGHTEENTH.**

N	C	F T	N	C	F T	N	C	F T
1	B	11, 15	19	B	4, 8	37	B	6, 9
2	W	22, 17	20	W	25, 22	38	W	32, 23
3	B	9, 13	21	B	8, 11	39	B	9, 27
4	W	17, 14	22	W	22, 18	&c.	W	loses.
5	B	10, 17	23	B	11, 16			
6	W	21, 14	24	W	27, 23			
7	B	8, 11	25	B	16, 20			
8	W	24, 19	26	W	31, 27			
9	B	15, 24	27	B	13, 17			
10	W	28, 19	28	W	30, 26			
11	B	11, 16	29	B	1, 6			
12	W	25, 21	30	W	18, 15			
			*					
13	B	6, 9	31	B	20, 24			
14	W	29, 25	32	W	27, 20			
15	B	9, 18	33	B	7, 10			
16	W	23, 14	34	W	14, 7			
17	B	16, 23	35	B	2, 27			
18	W	26, 19	36	W	21, 14			

\* 30 Here the game is lost by White.

## GAME THE NINETEENTH.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	4, 8		37	B	7,11	
2	W	22,17		20	W	25,22		38	W	15, 8	
3	B	9,13		21	B	8,11		39	B	3,19	
4	W	17,14		22	W	22,18		40	W	27,23	
5	B	10,17		23	B	11,16		41	B	18,27	
6	W	21,14		24	W	27,23		&c.		draw	
7	B	8,11		25	B	16,20					
8	W	24,19		26	W	31,27					
9	B	15,24		27	B	13,17					
10	W	28,19		28	W	30,26					
11	B	11,16		29	B	1, 6					
12	W	25,21		30	W	19,16					
13	B	6, 9		31	B	12,19					
14	W	29,25		32	W	23,16					
15	B	9,18		33	B	6, 9					
16	W	23,14		34	W	18,15					
17	B	16,23		35	B	9,18					
18	W	26,19		36	W	21,14					

## GAME THE TWENTIETH.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,16		19	B	7,14					
2	W	22,18		20	W	32,27					
3	B	16,19		21	B	3, 7					
4	W	23,16		22	W	27,24					
5	B	12,19		23	B	7,10					
6	W	24,15		24	W	24,15					
7	B	10,19		25	B	10,19					
8	W	25,22		26	W	31,27					
9	B	9,14		27	B	8,11					
10	W	18, 9		28	W	29,25					
11	B	5,14		29	B	6,10					
12	W	22,17		30	W	27,23					
13	B	7,10		31	B	11,16					
14	W	27,24		32	W	25,22					
15	B	2, 7		33	B	10,15					
16	W	24,15		34	W	22,17					
17	B	10,19		35	B	15,18					
18	W	17,10		&c.		drawn					

## CRITICAL SITUATIONS TO DRAW GAMES.

It is recommended to the student to place the men in the following situations, and endeavour to find out the moves, without the book.

*First.*

On No. 3, 4 black kings; on No. 15 a white king, and white to move.

W 15, 11    B 3, 8    W 11, 7    B 8, 12    W 7, 11    &c.

*Second.*

No. 5 a black man, 9 a black king; 7 a white king, and white to move.

W 7, 10    B 9, 13    W 10, 14    B 13, 9    W 14 10    &c.

*Third.*

No. 3, 4, 12 black kings; 10, 11 white kings, and black to move.

B 3, 8    W 10, 15    B 8, 8    W 15, 19

B 12, 8    W 19, 15    &c.

*Fourth.*

No. 13 a black man, 14, 15 black kings; 22, 23 white kings, and black to move.

B 14, 17    W 23, 26    B 15, 10    W 22, 25

B 17, 21    W 25, 23    B 10, 14    W 26, 30

B 14, 17    W 22, 18    B 17, 14    &c.

*Fifth.*

No. 18, 19 black kings, 28 a black man; 27, 32 white kings, and white to play.

W 27, 24    B 18, 15    W 24, 20    B 15, 11

W 20, 24    B 19, 23    W 24, 20    &c.

*Sixth.*

No. 21 a black man, 22, 23, 24 black kings; 30 a white man, 31, 32 white kings, and black to move.

B 24, 28    W 31, 27    B 23, 19    W 32, 31

B 19, 24    W 32, 27    B 24, 20    W 27, 32

B 22, 18    W 31, 27    B 18, 15    W 27, 31

B 15, 19    W 31, 27    &c.

# CRITICAL SITUATIONS TO WIN GAMES.

## First.

No. 21 a black man, 25 a black king; 28, 27 white kings, and either to move.

B 25, 29	W 27, 28	B 29, 25	W 23, 18
B 25, 29	W 18, 22	B 21, 25	W 26, 30

## Second.

No. 1, 2 black kings; 10, 11 white kings; 5 a white man, and either to play.

W 10, 14	B 2, 6	W 14, 17	B 6, 9
W 17, 13	B 9, 6	W 11, 16	B 6, 2
W 16, 19	B 2, 6	W 18, 23	B 6, 2
W 13, 9	B 1, 6	W 23, 18	B 6, 13
W 18, 14	B 13, 9	W 14, 10	&c.

Set the men as before.

B 2, 6	W 11, 15	B 6, 9	W 15, 18
B 9, 6	W 10, 14	B 6, 9	W 14, 17
B 9, 13	W 18, 22	B 13, 9	W 17, 13
B 9, 6	W 22, 18	B 6, 2	W 13, 9
B 1, 6	W 18, 14	B 6, 13	W 5, 1

## Third.

No. 1, 2 black kings, 3 a black man; 9, 10, 11 white kings, 12 a white man, and black to play.

B 1, 5	W 9, 13	B 5, 1	W 11, 15
B 2, 6	W 10, 14	B 6, 2	W 14, 9
B 1, 6	W 9, 5	B 6, 1	W 15, 11
B 2, 6	W 11, 7	B 3, 10	W 5, 9

## Fourth.

No. 5 a white king, 21 a white man; 6, 10 black kings; black being to move, may win thus :

B 6, 1	W 5, 9	B 10, 15	W 9, 5
B 15, 18	W 5, 9	B 1, 5	W 9, 6
B 18, 15	W 21, 17	B 5, 1	W 6, 9
B 15, 18	W 9, 5	B 18, 22	W 17, 14

K2



B 1, 6	W 5, 1	B 6, 2	W 14, 19
B 22, 18	W 1, 5	B 18, 14	

Place the men as before.

B 6, 1	W 5, 9	B 10, 15	W 21, 17
B 15, 18	W 17, 13	B 18, 15	W 9, 14
B 1, 5	W 14, 17	B 15, 10	W 17, 22
B 10, 14	W 22, 25	B 5, 1	W 25, 22
B 1, 6	W 22, 25	B 6, 10	W 25, 30
B 10, 15	W 30, 25	B 15, 18	&c.

### Fifth.

No. 1 a white king, 30 a white man, 9, 10 black kings; and black being to play may win.

B 9, 6	W 1, 5	B 6, 1	W 5, 9
B 1, 5	W 9, 13	B 10, 14	W 13, 9
B 14, 18	W 9, 6	B 18, 15	W 30, 25
B 15, 18	W 25, 21	B 5, 1	W 6, 9
B 18, 22	W 9, 5	B 1, 6	W 5, 1
B 6, 9	W 1, 5	B 9, 14	W 5, 1
B 22, 18	W 1, 5	B 18, 15	W 5, 1
B 15, 10	W 1, 5	B 10, 6	W 5, 1
B 14, 10	W 1, 5		

Now black has the fourth situation, and must consequently win.

### Sixth.

No. 22, 27 white kings, 18 a white man; 5 a black king, 20, 21 black men, and white being to play may win.

W 18, 14	B 5, 1	W 14, 9	B 1, 5
W 22, 17	B 5, 14	W 17, 10	B 21, 25
W 10, 15	B 25, 30	W 15, 19	B 30, 25
W 27, 32	B 25, 22	W 19, 24	B 20, 27
W 32, 23			

### Seventh.

No. 6, 24 black kings; 14, 18, 23 white kings, and either to move, white may win.

W 18, 15	B 6, 1	W 14, 9	B 24, 23
W 23, 19	B 1, 5	W 9, 6	B 23, 32
W 19, 24	B 5, 1	W 24, 19	&c.

*Eighth.*

No. 1, 12, 16 black men, 13 a black king; 5, 6, 10 white men, 11 a white king, and black to play.

B 18, 9	W 11, 20	B 9, 2	W 20, 24
B 12, 16	W 24, 27	B 16, 19	W 27, 32
B 18, 24	W 32, 28	B 2, 6	W 28, 19
B 6, 24			

**SITUATIONS FOR STROKES.***First.*

On No. 17 a black man, on No. 30 a black king; 18, 27 white kings, and white to play.

W 18, 22	B 17, 26	W 27, 31
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*Second.*

No. 17, 27 white kings, 18 a black man; 29, 30 black kings, and white to play.

W 17, 22	B 18, 25	W 27, 23
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*Third.*

No. 18, 19 white kings, 28 a white man; 31, 32 black kings, 20 a black man, and white to move.

W 18, 24	B 20, 27	W 18, 22
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*Fourth.*

No. 8, 11, 21 black men, 29 a black king; 18, 24, 26, 30 white men, and white to move.

W 18, 14	B 9, 18	W 26, 22	B 18, 25
W 24, 19			

*Fifth.*

No. 12, 21 black men, 27, 31 black kings; 20, 30 white men, 15, 18 white kings, and white to move.

W 30, 26	B 31, 22	W 18, 25	B 21, 30
W 20, 16	B 12, 19	W 15, 31	

*Sixth.*

No. 7, 23 black kings, 9, 13 black men; 8, 21, 22 white men, 17 a white king, and white to move.

W 22, 18    B 13, 22    W 8, 6    B 23, 14  
W 3, 26

*Sixth.*

No. 3, 13, 14 black men, 24 a black king; 15, 22 white kings, 19, 21 white men, and white to move.

W 21, 17    B 14, 31    W 15, 18    B 24, 15  
W 18, 11

*Eighth.*

No. 1, 6, 9 black men, 18 a black king; 7 a white king, 13, 15 white men, and white to play.

W 15, 10    B 6, 15    W 13, 6    B 1, 10  
W 7, 23

*Ninth.*

No. 6, 7 white kings, 9 a white man; 5 a black man, 14, 15 black kings, and white to play.

W 7, 10    B 14, 7    W 6, 2    B 5, 14  
W 2, 9

*Tenth.*

No. 2, 6, 8, 22 black men; 15, 27, 30, 32 white men, and white to play.

W 15, 11    B 8, 15    W 30, 26    B 22, 31  
W 32, 28    B 31, 24    W 28, 1

4

*Eleventh.*

No. 6, 26 white men, 22 a white king; 7, 15 black kings, 21 a black man, and white to play.

W 22, 25    B 21, 30    W 6, 2    B 30, 23  
W 2, 27

*Twelfth.*

No. 2 a black man, 27, 31 black kings; 10 a white man, 14, 19 white kings, and white to move.

W 10, 7    B 2, 11    W 19, 15    B 11, 18  
W 14, 32

4  
12*Thirteenth.*

No. 3, 13 black men, 25, 26 black kings; 11 a white man, 15, 16 white kings, and white to move.

W 11, 7    B 3, 19    W 16, 21

*Fourteenth.*

No. 3 a black man, 26, 27 black kings; 11 a white man, 15, 16 white kings, and white to move.

W 11, 8      B 3, 19      W 15, 22

*Fifteenth.*

No 1, 3, 5 black men, 25 a black king; 10, 14, 17 white men, 13 a white king, and white to move.

W 10, 6      B 1, 10      W 14, 7      B 3, 10

W 17, 14      B 10, 17      W 13, 29      &c.

*Sixteenth.*

No. 1, 6, 7, 10, 12, 14, 15 black men; 19, 20, 21, 22, 23, 26, 30 white men, and white to move.

W 20, 16      B 15, 24      W 22, 18      B 12, 19

W 18, 2

*Seventeenth.*

No. 2, 3, 16, 23 black men, 14 a black king; 1, 5 white kings, 9, 29, 31 white men, and black to move.

B 23, 27      W 31, 24      B 16, 19      W 24, 15

B 14, 10      W 18, 6      B 3, 7      W 29, 25

B 7, 10      W 25, 22      B 12, 14

*Eighteenth.*

No. 10, 13, 17 black men, 27 a black king; 19, 22, 26, 30 white men, and white to play.

W 26, 23      B 17, 26      W 19, 16      B 27, 18

W 30, 7

*Nineteenth.*

No. 1, 6, 10, 19, 20 black men; 13, 15, 27, 28, 31 white men, and white to play

W 13, 9      B 6, 13      W 15, 6      B 1, 10

W 27, 24      B 20, 27      W 31, 6

*Twentieth.*

No. 1, 3, 5, 6, 7, 12, 20, 21 black men; 14, 15, 19, 23, 26, 27, 30, 32 white men and white to play.

W 30, 25      B 21, 30      W 14, 10      B 7, 14

W 19, 16      B 12, 19      W 23, 16      B 30, 23

W 27, 2

*Twenty-first.*

No. 3, 6, 10, 13, 14, 17, 19 black men; 7, 20, 21, 22, 26, 30 white men, and black to move.

B 19, 23	W 26, 19	B 17, 26	W 30, 23
B 14, 18	W 23, 14	B 16, 17	W 21, 14
B 3, 17			

*Twenty-second.*

No. 2, 7, 10, 11, 12, 13, 14, 21 black men; 9, 20, 22, 23, 28, 30, 31, 32 white men, and white to move.

W 20, 16	B 11, 20	W 19, 15	B 10, 19
W 23, 16	B 12, 19	W 22, 17	B 13, 22
W 26, 3			

*Twenty-third.*

No. 3, 5, 8, 10, 11, 15, 16, 22 black men; 17, 18, 20, 27, 28, 29, 31, 32 white men, and white to move.

W 31, 26	B 22, 31	W 18, 14	B 31, 24
W 14, 7	B 3, 10	W 28, 3	

*Twenty-fourth.*

No. 5, 12 black men; 14, 29, 32 black kings; 8, 9, 30, 31 white men; 15 a white king, and white to move.

W 31, 27	B 32, 23	W 30, 25	B 29, 22
W 15, 10	B 14, 7	W 8, 3	B 5, 14
W 3, 19			

## THE

# GAME OF HAZARD.

**ANY** number of persons may play at this game. He who takes the box and dice throws a main, i. e. a chance for the company, which must exceed four, and not be more than nine, otherwise it is no main; he consequently must keep throwing till he produce five, six, seven, eight, or nine; this done, he must throw his own chance, which may be any above three, and not exceeding ten; if he should throw two aces or trois-ace (commonly termed crabs) he loses his stakes, let the company's chance, which we call the main, be what it may. If the main should be seven, and seven or eleven is thrown immediately after, it is called a nick, and the caster (the present player wins out his stakes. If eight be the main, and eight or twelve should be thrown directly after, it is also termed a nick, and the caster wins his stakes. The caster throwing any other number for the main, such as are admitted, and brings the same number immediately afterwards, it is a nick, and he gains whatever stakes he has made. Every three successive mains the caster wins he pays to the box, or furnisher of the dice, the usual fee.

The meaning of a stake or bet at this game differs from any other. If any one chooses to lay some money with the thrower or caster, he must place his cash upon the table, within a circle destined for that purpose; when he has done this, if the caster agrees to it, he knocks the box upon the table at the person's money with whom he intends to bet, or mentions at whose money he throws which is sufficient, and he becomes responsible for whatever sum is down, unless the staker calls to cover; in which case the caster is obliged to stake also, else the

bets are void. The person who bets with the thrower may bar any throw which the caster may be going to cast, on condition neither of the dice is seen; but if one die should be discovered, the caster must throw the other to it, unless the throw is barred in proper time.

### TABLE OF THE ODDS.

If seven is the main and four the chance, it is two to one against the thrower.

6 to 4 is 5 to 3

5 to 4 is 4 to 3

7 to 9 is 3 to 2

7 to 6 { 3 to 2, barring two trois.  
          { 6 to 5, with the two trois.

7 to 5 is 3 to 2

6 to 5 { even, barring two trois.  
          { 5 to 4, with two trois.

8 to 5 { even, barring two fours.  
          { 5 to 4, with two fours.

9 to 5 is even.

9 to 4 is 4 to 3.

The nick of seven is seven to two, sometimes laid ten to three.

The nick of six and eight is five to one.

It is absolutely necessary to be a perfect master of these odds, so as to have them as quick as thought, for the purpose of playing a prudent game, and to make use of them by way of insuring bets, in what is termed hedging, in case the chance happens to be not a likely one; for a good calculator secures himself, by taking the odds, and often stands part of his bet to a certainty. For instance if seven is the main, and four the chance, and he has five dollars depending on the main, by taking six dollars to three, he must either win two dollars or one; and on the other hand, if he does not like his chance, by laying the odds against himself he must save in proportion to the bet he has made.

### ADDITIONAL CALCULATIONS ON HAZARD.

If 8 and 6 are main and chance, it is nearly 11 to 12 that either one or the other is thrown off in two throws.

And if 5 and 7, or 9 and 7, are main and chance, the probability that they will be thrown in two throws, is near 11 to 12.

If 5 and 8, or 9 and 8, or 5 and 6, or 9 and 6, are main and chance, the probability of throwing one of them in two throws is as 7 to 9 exactly.

And if 7 and 4, or 7 and 10, are main and chance, the probability that they will be thrown in two throws is also as 7 to 9.

If 7 and 8, or 7 and 6, are main and chance, you may lay 15 to 14 that one of them is thrown in two throws.

But if 5 and 4, or 5 and 10, or 9 and 4, or 9 and 10, are main and chance, he that engages to throw either main or chance in three throws has the worst of the lay; for it is very near as 21 to 23.

If the main be 7, the gain of the setter is about one and one third per cent.

If the main be 6 or 8, the gain of the setter is about two and an half per cent.

If the main be 5 or 9, the gain of the setter is about one and one half per cent.

But should any person be resolved to set up on the first main that is thrown, his chance, is about one and seven eighths per cent.

Hence the probability of a main, to the probability of no main, is as 27 to 28, or very nearly.

If a person should undertake to throw a six or an ace with two dice in one throw, he ought to lay 5 to 4.

*Another table displaying the odds against winning any number of events successively; equally applicable to hazard, faro, rouge et noir, billiards, or other games of chance.*

1. It is an even bet that the player loses the first time.	
2. That he does not win twice together, is	3 to 1
Three successive times	7 to 1
Four ditto	15 to 1
Five ditto	31 to 1
and in that proportion to any number doubling the odds every time with the addition of one for the stake.	



# THE GAME OF CHESS.

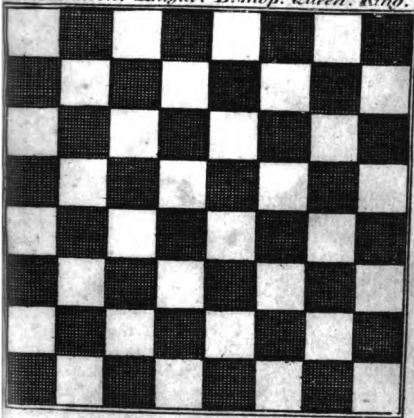
THIS game is played on a board the same as that used in draughts or checquers, containing sixty-four squares. The board must be so placed that each player will have the white square at his right hand. The squares are named after the pieces, viz. that on which the king is placed is the king's square, that on which the king's pawn stands, the king's second square, that before the king's third square and the next the king's fourth, so of all the pieces of each side. Each player has sixteen pieces and eight pawns which are thus placed ; the white king on the fourth square from the right hand, which is black, and the queen on the fifth, which is white ; the black king on the fifth square from the right hand on the other side the board, directly opposite the white king and the queen on the fourth opposite the white king ; each queen being on a square of her own colour. The bishops, one on the third and one on the sixth square on each side : the knights, on the second and seventh, the rooks on the first and eighth or corner squares : the pawns on the line of squares immediately in front of the pieces of each side. The pieces and pawns before the king and on his side the board, are called the king's pieces, king's bishop, king's bishop's pawn, &c. : those before the queen, and on her side, are called the queen's pieces, queen's bishop, queen's bishop's pawn, &c. The white queen being on the *left* of her king, and the black queen on the *right* of hers, players should address themselves to play with either colour. The pawns move *forward* only ; they may move one or two squares the first move, but afterward only one ; kings can only take by moving *angularly* forward.



# Chess Men.



*Pawn. Rook. Knight. Bishop. Queen. King.*





The knights move obliquely three squares at a time, vaulting over any piece which may be in their way, from black to white, and from white to black; a move which may be better learnt from the games hereafter stated, than from description.

The bishops move angularly, forward or backward on the colour on which they are originally placed.

The rooks move in straight lines, forward, backward, or sidewise.

The queen has the moves of the bishop and of the rook.

The king moves in every direction, but one square only at a time, *except in castling*. He may castle once in the game, which is done by placing the rook with which he castles, on the square next to the king, and then placing the king on the square next the other side of the rook.

The queen, rooks, and bishops, move the whole extent of the board, unless impeded by some other piece or pawn.

The player is not compelled, as at draughts, to take any piece offered him, but may refuse if he thinks proper. When any piece is captured, it is removed from the board, and the capturing piece placed in the same square.

When the king is exposed to the attack of any of the adversary's pieces or pawns, he is said to be in *check*, and if he is unable to avoid the attack, by taking the attacking piece, interposing one of his own, or retiring out of check, he is *check-mated*, and his adversary wins the game.

When the pieces and pawns on each side are so much reduced, or so situated, that neither party can check mate the other's king, the game is *drawn*.

When a player has no piece or pawn which he can move, except his king, and his king not being in check, is yet so situated that he cannot move without going into check, he is *stale mated*. Phillidor, Hoyle, and many others, say that he who is stale mate, wins the game; but Sarratt, in his work published in London, 1808, states, that in "Italy, France, Germany, &c. and by all Italian

players of eminence, stale mate is considered a drawn game ;" and gives this as an established law.

### LAWS OF THE GAME.

1. If the board, or pieces, be improperly placed, the mistake cannot be rectified after four moves on each side are played.

2. When a player has touched a piece, he must move it, unless it is only to replace it; when he must say "*J'adoube,*" or *I replace.*

3. When a player has quit a piece, he cannot recall the move.

4. If a player touch one of his adversary's pieces, without saying *J'adoube*, he may be compelled to take it, or if it cannot be taken, to move his king.

5. When a pawn is moved two steps it may be taken by any adversary's pawn which it passes, and the capturing pawn must be placed in that square over which the other leaps.

6. The king cannot castle if he has before moved, if he is in *check*, if in castling he passes a check, or if the rook has moved.

7. Whenever a player *checks* his adversary's king he must say "*Check,*" otherwise the adversary need not notice the check. If the player should, on the next move, attack the queen or any other piece, and then say *check*, his adversary may replace his last move and defend his king.

8. When a pawn reaches the first row of the adversary's side, it may be made a queen, or any other piece the player chooses.

9. If a false move is made, and is not discovered until the next move is completed, it cannot be recalled.

10. The king cannot be moved into check, nor within one square of the adverse king, nor can any player move a piece or pawn that leaves his king in check.

### MR. HOYLE'S GENERAL RULES FOR THE GAME OF CHESS.

1. Before you stir your pieces, you ought to move your pawns, and afterwards bring out your pieces to support

them. Therefore in order to open your game well, the king's, queen's and bishop's pawns should be first played.

2. You are not, therefore, to play out any of your pieces in the early part of the game, because you thereby lose moves, in case your adversary should have it in his power, by playing a pawn upon them, to make them retire, which also opens his game at the same time; more particularly avoid playing your queen out, till your game is tolerably well opened.

3. Never give check unless some advantage is thereby gained, because you lose the move if he is able either to take or drive your piece away.

4. Do not crowd your game by having too many pieces together, choking up your passage, so as to impede your advancing or retreating your men as occasion may render necessary.

5. If your game is crowded, endeavour to free it by making exchanges of pieces or pawns, and castle your king as soon as possible.

6. Endeavour, on the other hand, to crowd your adversary's game, thus: when he plays out his pieces before he does his pawns, attack them as soon as you can with your pawns, by which you may make him lose moves and thus crowd him.

7. If the adversary attacks your king, and it should not be in your power to attack his, offer exchanges with him: and if he retires, when you present a piece to exchange, he may lose a move, and thus you gain an advantage.

8. Play your men in so good guard of one another, that if any man you advance be taken, the adverse piece may be taken also by that which protected yours, and, with this view, be sure to have as many guards to your piece as you perceive your adversary advances pieces upon it; and if you can, let them be of less consideration than those he attacks with. If you find that you cannot well support your piece, see if by assailing one of his that is better, or as good, you cannot thereby save yours.

9. Avoid making an attack unless well prepared for it, for you open thereby your adversary's game, and make

him ready prepared to pour in a strong attack upon you when your weak one is over.

10. Never play any man till you have examined whether you are free from danger by your enemy's last move; nor offer to commence an attack till you have considered what injury he would be able to do you by his next moves, in consequence of yours, that you may frustrate his designs, if hurtful, before it is too late.

11. When your attack is prosperous, never be diverted from following up your scheme (if possible) on to giving him mate, by taking any piece, or other advantage, your adversary may purposely throw in your way, with this intention, that by your taking that bait he might gain a move that would make your design prove abortive.

12. When you are pursuing a well-conceived attack, but judge it necessary to force your way through your adversary's defence, with the loss of a few pieces; if, upon reckoning as many moves forward as you can, you see a prospect of success, rush on boldly, and sacrifice a piece or two to achieve your object: these bold attempts, make the finest games.

13. Never let your queen so stand before your king, as that your adversary, by bringing a rook or a bishop, might check your king if she were not there, for you hardly have a chance to save her.

14. Let not your adversary's knight (particularly if duly guarded) come to check your king and queen, or your king and rook, or your queen and rook, or your two rooks, at the same time; for in the two first cases, the king being compelled to go out of check, the queen or the rook must be lost; and in the two last cases, a rook must be lost, at best, for a worse piece.

15. Be careful that no guarded pawn of your adversary's fork two of your pieces.

16. When the kings have castled on different sides of the board, the enemy must advance upon the other king the pawns he has on that side of the board, taking care to bring up his pieces, especially his queen and rooks, to support them; and the king that has castled is not to stir his three pawns till compelled to it.

17. Endeavour to have a move as it were in ambushade, in playing the game: that is, place the queen, bishop, or rook behind a pawn, or a piece, in such a way, as that upon playing that pawn, or piece, you discover a check upon your adversary's king, and thus get a piece, or some other advantage by it.

18. Never protect an inferior piece with a better, if you can do it with a pawn, because that better piece may in such case be, as it were, out of play; on the same account, you ought not to guard a pawn with a piece, if you have it in your power to guard it with a pawn.

19. A pawn passed, and well supported, frequently costs the adversary a piece. And if you play to win the game only, whenever you have gained a pawn, or any other advantage, and are not in danger of losing the move thereby, make as frequent exchanges of pieces as possible.

20. If you have three pawns each upon the board, and no piece, and you have one of your pawns on one side of the board, and the other two on the opposite, and your adversary's three pawns also are opposite to your two, march with your king as soon as possible, to take his pawns; and if he tries with his king to protect them, go on to queen with your single pawn; and if he goes to prevent it, take his pawns, and push the others to queen.

21. Toward the end of a game, each party having on ly three or four pawns on opposite sides of the board, the kings should endeavour to gain the move, in order to win the game. For instance: if you bring your king opposed to your adversary's king, with only one square between you, you will have gained the move.

22. When your adversary has his king and one pawn on the board, and you have your king only, you cannot lose that game, if you can bring your king to be opposite to your adversary's when he is directly either before or on one side of his pawn, and there is only one square between the kings.

23. When your adversary has a bishop and one pawn on the rook's line, and bishop is not of the colour that commands the square his pawn is going to, and you have



only king, if you can get into that corner, that game cannot be lost, but may be won by a stale.

24. When the game is to your disadvantage, having only your queen left in play, and your king is in the position of stale-mate, keep giving check to your adversary's king, taking especial care not to check him where he can interpose any of his pieces that make the stale; you will at last force him, by so doing, to take your queen, and then you conquer by being in a stale-mate. (See page 211.)

25. Never cover a check with a piece that a pawn pushed upon it may take, for fear of only getting that pawn for it.

26. Always be careful that your adversary's king has a move: therefore do not crowd him up with your pieces, for fear you inadvertently give stale-mate.

### EXPLANATORY OBSERVATIONS ON SOME OF THE PRECEDING RULES.

1. Whether it is the open or the close game you play, be sure bring out all your pieces into play before you commence the assault; for if you do not, and your adversary does, you will attack or be attacked always disadvantageously: this is so decided, that you had better forego a benefit than deviate from it; and no one will ever play well at this game, that does not put this rule strictly in practice. It must not be concluded that these preparatory moves are useless, because you do not receive an immediate success from them; they are equally important as it is at Whist to deal thirteen cards round before play. With a view of bringing out your pieces properly, push on your pawns first, and support them with your pieces, and you will receive this advantage from it, that your game will not be choked. By this I mean, that all your pieces will be at liberty to play and assist each other, and thus co-operate towards completing your purpose; and this may be farther observed, that, either in your attack or defence, you bring them out so as not to be driven back again.

2. When you have brought out your pieces, which you

will have done very well, if you have your choice on which side to castle, (which I would always recommend to do) you should then stop and consider thoroughly your own and your adversary's game, and from his situation, and noticing where he is weakest, you should not only make your decision where to castle, but also where to begin your attack; and it is certainly clear you cannot do it in a better place than where you are strongest, and your adversary weakest. . By this mode, it is very probable that you will be able to break through your adversary's game, in which contest some pieces must of course be exchanged. But now rest awhile, and survey both games attentively, and do not let your impetuosity hurry you away with this first success; and my advice to you in this critical juncture (especially if you still find your enemy pretty strong) is to rally your men again, and put them in good order for a second or third attack, if requisite, still keeping your men close and well connected together, so as to be of use to each other: for want of this method, and a little coolness, I have often known an almost sure victory snatched out of a player's hands, and a total overthrow the consequence. But if, after all, you cannot penetrate so far as to win the game nevertheless, by observing these rules, you may still be sure of having a well-disposed game.

3. And now that I am arrived at the last period of the game, which abounds also with difficulties and niceties, it must be remarked, where your pawns are strongest, most united together, and nearest to queen, you must likewise bear in mind how your adversary's pawns are disposed, and their degree of preferment, and compare these things together; and if you find you can get to queen before him, you must proceed without hesitation; if not you must hasten on with your king to prevent him: I speak now, as supposing the noblemen to be gone; if not, they are to attend your pawns, and likewise to hinder your adversary from going to queen.

### SOME OTHER GENERAL RULES.

1. Do not be over cautious about losing a rook for an

L

inferior piece: although a rook is better than any other, except the queen, yet it does not often come into play, so as to operate, until the end of the game; and therefore it often turns out that it is better to have a less good piece in play than a better out.

2. When you have moved a piece, so that your adversary drives you away with a pawn, you may be sure (generally speaking) that it is a bad move, your enemy gaining that double advantage over you of advancing himself, and making you retire: I think this merits attention; for although between equal and good players the first move may not be much, yet the loss of one or two more, after the first, makes the game almost irretrievable. Also, if you defend and can recover the move, or the attack, (for they both go together) you are in a fair way of winning.

3. If you make such a move as that, having liberty to play again, you can make nothing of it, take it for granted, it is an exceeding bad one; for in this nice game every move is important.

4. If your game is such, that you have scarcely any thing to play, it is your own fault, either for having brought out your pieces wrong, or, which is worse, not at all: for had they been brought out right, you must have sufficient variety to play.

5. Do not be too cautious of doubling a pawn; three pawns together are strong, but four, that make a square, with the help of other pieces, well managed, create an invincible strength, and in time of need may probably produce you a queen: on the other hand, two pawns, with an interval between, are no better than one; and if, carelessly, you should have three over each other in a line, your game cannot be in a worse plight: examine this on the table, and the truth will be self-evident. You are therefore to keep your pawns closely cemented and well connected together; and it must be great strength on your adversary's side that can overpower them.

6. When a piece is so attacked as that you cannot save it, give it up, and bestow your thoughts how to annoy your enemy elsewhere, whilst he is taking it; for it fre-

quently occurs, that whilst your adversary is running madly after a piece, you either get a pawn or two, or such a situation as ends in his discomfiture.

7. Supposing your queen and another piece are attacked at the same time, and by removing your queen, you must lose your piece: in this situation, if you can get two pieces in exchange for your queen, you should rather do it than retire; for it is the difference of three pieces, which is more than the value of a queen; besides that, you keep your game entire, and preserve your situation, which very often is better than a piece may, rather than retire, I would give my queen for a piece, and a pawn or two, nay, almost for what I can get; for observe this one thing, amongst good players, (to convince you this advice is not bad) that when the attack and defence is well formed, and every thing prepared for the storm, if he that plays first is obliged by the act of the person that defends to retire, it generally ends in the loss of the game of the attacked side.

8. Do not aim at changing without sufficient reason; it is so far from being right, that a good player will take this advantage of it, that he will spoil your situation, and of course mend his own: but it is quite right in these following cases; when you are strongest, especially by a piece, then every time you change your advantage is increasing; this is so plain, it requires no argument. Again, when you have played a piece, and your adversary opposes one to you, change directly, for it is clear he wants to remove you; prevent him, therefore, and do not lose the move.

9. Cast up your game every now and then, make a balance, and then take your measures accordingly.

10. At the conclusion of the game especially, remember your king is a capital piece, and do not let him be idle; it is by his means, generally, you get the move and the victory.

11. Notice this also, that as the queen, rook, and bishop, operate at a distance, it may not always be necessary in your attack to have them near your adversary's king; they do better at a distance, cannot be driven away, and prevent a stale-mate.

12. When a piece presents that you can take, and that cannot escape you, avoid being in too great a hurry; see if there is not a better move elsewhere, and take it at your leisure.

13. To take your adversary's pawn with your king is not always right, for it very often turns out to be a safeguard and protection to your king.

14. If you can take a man with different pieces, do it not hastily with the first that occurs, but consider thoroughly with which you had best take it.



## SELECT GAMES AT CHESS.

### THE FIRST GAME.

*Beginning with white. Illustrated by observations on the most material moves; and two back games; one commencing at the 12th, and the second at the 37th move.*

1. White. The king's pawn two steps.

Black. The same.

2. W. The king's bishop at his queen's bishop's 4th square  
B. The same.

3. W. The queen's bishop's pawn one move.

B. The king's knight at his bishop's 3d square.

4. W. The queen's pawn two moves. (a)

B. The pawn takes it.

5. W. The pawn retakes the pawn. (b)

(a) *This pawn is played two moves for important reasons; 1st, to hinder the adversary's king's bishop from playing upon your king's bishop's pawn; 2d, to place the strength of your pawns in the middle of the board; of great consequence to achieve the making of a queen.*

(b) *When the game is in this situation, (viz.) one of your pawns at your king's, and another at your queen's 4th square, do not push either of them before your adversary proposes to change one for the other: in such case advance the attacked pawn. Pawns, when sustained in a front line obstruct very much the adversary's pieces from entering in our game, or taking a desirable post.*

- B. The king's bishop at his queen's knight's 3d square (c).
6. W. The queen's knight at his bishop's 8d square.  
B. The king castles.
7. W. The king's knight at his king's 2d square. (d)  
B. The queen's bishop's pawn one move.
8. W. The king's bishop at his queen's 3d square. (e)  
B. The queen's pawn two moves.
9. W. The king's pawn one move.  
B. The king's knight at his king's square.
10. W. The queen's bishop at his king's 3d square.  
B. The king's bishop's pawn one move. (f)
11. W. The queen at her second square. (g)

(c) *If he gives check with his bishop instead of withdrawing it, you are to cover the check with your bishop, in order to retake his bishop with your knight, in case he takes yours; your knight will then defend your king's pawn, otherwise defenceless. But perhaps he may not choose to take your bishop, because a good player endeavours to retain his king's bishop as long as possible.*

(d) *You should not play your knights at your bishop's 3d square before the bishop's pawn has moved two steps, because the motion of the pawn is hindered by the knight.*

(e) *Your bishop retires to avoid being attacked by the black queen's pawn, which would force you to take that pawn with yours; and thus decrease the strength of your game, spoiling entirely the project already mentioned, in the 1st and 2d observation.*

(f) *He plays this to give an opening to his king's rook; which cannot be avoided, whether you take his pawn or not.*

(g) *If you should take the pawn, in lieu of playing your queen, you would commit a great error, for your royal pawn would then lose its line; whereas if your king's pawn is taken by the adversary, that of your queen supplies the place, and you may sustain it with that of your king's bishop; these two pawns will evidently win the game, because they can now no more be parted without the loss of a piece, or*

B. The king's bishop's pawn takes the pawn. (h)

12. W. The queen's pawn retakes it.

B. The queen's bishop at his king's 3d square. (i)

13. W. The king's knight at his king's bishop's 4th square.

(k)

B. The queen at her king's 2d square.

14. W. The queen's bishop takes the black bishop. (l)

B. The pawn takes the white queen's bishop.

*one of them will make a queen, as will be seen in the end. Besides, it is of no little consequence to play your queen in that place, and for two reasons; 1st, to support and defend your king's bishop's pawn; and 2d, to sustain your queen's bishop, which, being taken, would oblige you to retake his bishop with the above-mentioned last pawn; and thus your best pawns would have been totally divided, and the game lost.*


(h) *He takes the pawn in order to give an opening to his king's rook.*

(i) *He plays this bishop to protect his queen's pawn, with a view afterwards to push that of his queen's bishop.*

*N. B. He might have taken your bishop, but he rather chooses to let you take his, to clear a way for his queen's rook, though his knight's pawn is doubled by it; you are again to take notice, that a double pawn is no way disadvantageous when surrounded by three or four others. However, this is the subject of a back-game, beginning from this 12th move; the black bishop there taking your bishop, shows, that, playing well on both sides, it makes no alteration in the case. The king's pawn, together with the queen's, or the king's bishop's pawn, well played, and well supported, must certainly win the game.*

(k) *Your king's pawn not being in danger, your knight attacks his bishop, in order to take or have it removed.*

(l) *It is always unsafe to let the adversary's king's bishop batter the line of your king's bishop's pawn; and as it is likewise the most dangerous piece to form an attack, it is not only necessary to attack him at times by your queen's*

15. W. The king castles with his rook. (m)  
B. The queen's knight at his queen's 2d square.
16. W. The knight takes the black bishop.  
B. The queen takes the knight.
17. W. The king's bishop's pawn two steps.  
B. The king's knight at his queen's bishop's 2d square
18. W. The queen's rook at its king's place.  
B. The king's knight's pawn one move. (n)
19. W. The king's rook's pawn one move. (o)  
B. The queen's pawns one move.
20. W. The knight at his king's 4th square.  
B. The king's rook's pawn one move. (p)
21. W. The queen's knight's pawn one move.   
B. The queen's rook's pawn one move.
22. W. The king's knight's pawn two steps.  
B. The king's knight at his queen's 4th square.
23. W. The knight at his king's knight's 8d square. (q)  
B. The king's knight at the white king's 3d square. (r)

bishop, but you must get rid of that piece as soon as a convenient opportunity presents.

(m) Castle on the king's side, with a view to strengthen and protect your king's bishop's pawn, which advance two steps as soon as your king's pawn is attacked.

(n) He is forced to play this pawn, to deter you from pushing your king's bishop's pawn upon his queen.

(o) This move is played to concentrate all your pawns together, and push them afterwards with vigour.

(p) He plays this pawn to hinder your knight from entering in his game, and forcing his queen to remove; else your pawns would have an open way.

(q) You should play this knight in order to push your king's bishop's pawn near; it will be then strengthened by three pieces, the bishop, the rook, and the knight.

(r) He plays this knight to subvert your scheme by bredding the strength of your pawns, by pushing his king's knight's pawn; but balk his design by changing your rook for his knight.



24. W. The queen's rook takes the knight.  
 B. The pawn takes the rook.
25. W. The queen takes the pawn.  
 B. The queen's rook takes the pawn of the opposite rook.
26. W. The rook at his king's place. (s)  
 B. The queen takes the white queen's knight's pawn.
27. W. The queen at her king's 4th square.  
 B. The queen at her king's 3d square. (t)
28. W. The king's bishop's pawn one move.  
 B. The pawn takes it.
29. W. The pawn takes again. (u)  
 B. The queen at her 4th square. (x)
30. W. The queen takes the queen.  
 B. The pawn takes the queen.
31. W. The bishop takes the pawn in his way.  
 B. The knight at his 3d square.
32. W. The king's bishop's pawn one move. (y)  
 B. The queen's rook at the white queen's knight's 2d square.
33. W. The bishop at his queen's 3d square.  
 B. The king at his bishop's 2d square.
34. W. The bishop at the black king's bishop's 4th square.  
 B. The knight at the white queen's bishop's 4th square.

(s) *Play your rook to protect your king's pawn, which else would remain in the lurch when you push your king's bishop's pawn.*

(t) *The queen returns to prevent the check-mate.*

(u) *You would run the risk of losing the game, were you not to take with your pawn.*

(x) *He offers to change queens, in order to frustrate your plan of giving him check-mate with your queen and bishop.*

(y) *When your bishop runs upon white, put your pawn always upon black, because then your bishop serves to drive away your adversary's king or rook when between your pawns; and vice versa, when your bishop runs black, then have your pawns upon white.*

35. W. The knight at the black king's rook's 4th square.  
 B. The king's rook gives check.
36. W. The bishop covers the check.  
 B. The knight at the white queen's 2d square.
37. W. The king's pawn gives check.  
 B. The king at his knight's 3d square. (z)
38. W. The king's bishop's pawn one move.  
 B. The rook at its king's bishop's square.
39. W. The knight gives check at the 4th square of his king's bishop.  
 B. The king at his knight's 2d square.
40. W. The bishop at the black king's rook's 4th square.  
 B. Plays any where, the white pushes to queen.

### FIRST BACK GAME,

*From the twelfth move.*

- 12 W. The queen's pawn retakes it.  
 B. The king's bishop takes the white queen's bishop.
13. W. The queen takes the bishop.  
 B. The queen's bishop at his king's 3d square.
14. W. The king's knight at his king's bishop's 4th square.  
 B. The queen at her king's 2d square.
15. W. The knight takes the bishop.  
 B. The queen takes the knight.
16. W. The king castles with his rook.  
 B. The queen's knight at his queen's second square.
17. W. The king's bishop's pawn two moves.  
 B. The king's knight's pawn one move.
18. W. The king's rook's pawn one move.  
 B. The king's knight at his 2d square.
19. W. The king's knight's pawn two steps.  
 B. The queen's bishop's pawn one move.
20. W. The knight at his king's 2d square.  
 B. The queen's pawn one move.
21. W. The queen at her 2d square.  
 B. The queen's knight at his 3d square.

(z) *As his king may retire to his bishop's square, the second back-game will inform you how to act in this case.*

22. W. The knight at his king's knight's 3d square.  
 B. The queen's knight at his queen's 4th square.
23. W. The queen's rook at its king's square.  
 B. The queen's knight at the white king's 3d square.
24. W. The rook takes the knight.  
 B. The pawn takes the rook.
25. W. The queen takes the pawn.  
 B. The queen takes the white-queen's rook's pawn.
26. W. The king's bishop's pawn one move.  
 B. The queen takes the pawn.
27. W. The king's bishop's pawn one move.  
 B. The knight at his king's square.
28. W. The king's knight's pawn one move.  
 B. The queen at the white queen's 4th square.
29. W. The queen takes the queen.  
 B. The pawn takes the queen.
30. W. The king's pawn one move.  
 B. The knight at his queen's 3d square.
31. W. The knight at his king's 4th square.  
 B. The knight at his king's bishop's 4th square.
32. W. The rook takes the knight.  
 B. The pawn takes the rook.
33. W. The knight at the black queen's 3d square.  
 B. The king's bishop's pawn one move any where;  
 the game being lost.
34. W. The king's pawn one move.  
 B. The king's rook at its queen's knight's square.
35. W. The bishop gives check.  
 B. The king retires, having but one place.
36. W. The knight gives check.  
 B. The king removes.
37. W. The knight at the black queen's square discovering check.  
 B. The king moves where he can.
38. W. The king's pawn making a queen, gives check-mate at the same time.

## SECOND BACK GAME,

*From the thirty-seventh move.*

37. W. The king's pawn gives check.

- B. The king at his bishop's square.
38. W. The rook at its queen's rook's square.  
B. The rook gives check at the white queen's knight's square.
39. W. The rook takes the rook.  
B. The knight retakes the rook.
40. W. The king at his rook's 2d square.  
B. The knight at the white queen's bishop's 3d square.
41. W. The knight at his king's bishop's 4th square.  
B. The knight at the white king's 4th square.
42. W. The knight takes the pawn.  
B. The rook at its king's knight's 4th square.
43. W. The king's pawn one move, and gives check.  
B. The king at his bishop's 2d square.
44. W. The bishop gives check at the black king's 3d square.  
B. The king takes the bishop.
45. W. The king's pawn makes a queen, and wins the game.

### GAME THE SECOND,

*Commencing with the black ; intended to show that playing the king's knight, the second move, is wrong play ; because it gives the advantage of the attack to the adversary. The learner will see by these three different back games, that a good attack keeps the adversary always embarrassed.*

1. B. The king's pawn two steps.  
W. The same.
2. B. The king's knight at his bishop's 3d square.  
W. The queen's pawn one move.
3. B. The king's bishop at the queen's bishop's 4th square.  
W. The king's bishop's pawn two moves. (a)

*(a) Had your adversary played any thing else, this was still your best move, it being highly advantageous to change your king's bishop's pawn for his royal pawn ; because your king and queen's pawns place themselves in the middle of*

4. B. The queen's pawn one move.  
W. The queen's bishop's pawn one move.
5. B. The king's pawn takes the pawn. (b)  
W. The queen's bishop retakes the pawn.
6. B. The queen's bishop at the white king's knight's 4th square.  
W. The king's knight at his bishop's 3d square. (c)
7. B. The queen's knight at his queen's 2d square.  
W. The queen's pawn one move.
8. B. The bishop retires.  
W. The king's bishop at his queen's 3d square. (d)
9. B. The queen at her king's 2d square.  
W. The same.

*the chessboard, and are thus enabled to stop all the progress of your adversary's pieces ; besides this, you gain the attack by his having played his king's knight at the second move. You have also another advantage by losing your king's bishop's pawn for his king's pawn ; viz. when you do castle with your king's rook, the same rook finds itself instantly free and fit for action. This will be made clear by the first back game, the third move.*

*(b) Observe, if he refuses taking your pawn, leave it exposed in the same situation and place ; unless he should choose to castle with his king's rook in such case you must undoubtedly push that pawn forwards, in order to attack his king with all the pawns of your right wing. The effect will be best understood by a second back game, beginning from this fifth move. Take notice again, as a general rule, not easily to push on the pawns either of your right or left wings before your adversary's king has castled, otherwise he will retire where your pawns are less strong or less advanced.*

*(c) If he takes your knight, you must take his with your pawn, which being joined to his, increases their strength.*

*(d) This is the best square your king's bishop can choose, except the fourth of his queen's bishop, particularly when you have the attack, and it is not in your adversary's power to hinder that bishop from playing on his king's bishop's pawn.*

10. B. The king castles with his rook. (e)  
W. The queen's knight at his queen's 2d square.
11. B. The king's knight at his rook's 4th square. (f)  
W. The queen at her king's 3d square.
12. B. The king's knight takes the bishop. (g)  
W. The queen retakes the knight.
13. B. The queen's bishop takes the knight. (h)  
W. The pawn retakes the bishop.
14. B. The king's bishop's pawn two moves.  
W. The queen at her king's knight's 3d square.
15. B. The pawn takes the pawn.  
W. The bishop's pawn retakes it.
16. B. The king's rook at its king's bishop's 3d square. (i)

(e) *Had he castled on his queen's side, then it would have been your game to castle on your king's side, that you might attack him more conveniently with your pawns on the left. Be cautious in pushing your pawns forward till they are well sustained both by one another, and also by your pieces. The form of this attack at your left will be best understood by a third back game, commencing from this tenth move.*

(f) *He plays this knight to make room for his king's bishop's pawn, in order to advance it two steps, and thus to break the chain of your pawns.*

(g) *Had he pushed his king's bishop's pawn instead of taking your bishop, in that case you must have attacked his queen with your queen's bishop, and pushed your king's rook's pawn the next move upon his bishop, to force him to take your knight: in which case your best game is to retake his bishop with your pawn, in order to support your royal pawn, and replace it in case it be taken.*

(h) *If he did not take your knight, his bishop would remain imprisoned by your pawns, or he would lose at least three moves to set him at liberty.*

(i) *He plays this rook either with an intention to double it, or to remove your queen.*

W. The king's rook's pawn two steps. (k)

17. B. The queen's rook at its king's bishop's square.

W. The king castles with his queen's rook.

18. B. The queen's bishop's pawn two steps.

W. The king's pawn one step. (l)

19. B. The queen's pawn takes the pawn.

W. The queen's pawn one move.

20. B. The bishop at his queen's bishop's 2d square.

(k) *You push this pawn two steps to give your queen more room, who being attacked, can retire behind this pawn, and then remain, menacing her adversary's king's rook's pawn. Your pawn advancing afterwards will become dangerous to your adversary's king.*

(l) *This move is most difficult to comprehend as well as to explain. You are to observe, when you find yourself with a chain of pawns succeeding one another, upon one and the same coloured squares, the pawn who has the van must not be abandoned, but should strive to keep his post. Here again observe, that your king's pawn being not in the line with his comrades, your adversary has pushed his queen's bishop's pawn two steps, for two reasons. The first, to engage you to push that of your queen forwards, which, in this case, would be always stopped by that of his queen, and thus leaving behind that of your king, would render it totally useless. The second is, to hinder your king's bishop from battering his king's rook's pawn; it is best therefore, to push your king's pawn upon his rook, and lose it; because then your adversary by taking it, opens a free passage to your queen's pawn, which you are to advance immediately, and support, in case of need, with your other pawns, with a view to make a queen with it, or draw some other valuable advantage to win the game. His queen's pawn (now become his king's) apparently has the same advantage of having no opposition from your pawns to make a queen; the difference, however, is great, because his pawn being entirely parted from his comrades will always be in danger in his road, by a multitude of your pieces all waging war against it.*

W. The knight at his king's 4th square. (m)

21. B. The king's rook at the white king's bishop's 3d square.

W. The queen at her king's knight's 2d square.

22. B. The queen at her king's bishop's 2d square. (n)

W. The knight at the black king's knight's 4th square.

23. B. The queen gives check.

W. The king at his queen's knight's square.

24. B. The rook takes the bishop. (o)

W. The rook retakes the rook.

25. B. The queen at her king's bishop's 4th square.

W. The queen at her king's 4th square. (p)

26. B. The queen takes the queen.

W. The knight takes the queen.

27. B. The rook at the white king's bishop's 4th square.

(m) *In order to stop his king's pawn, it became necessary to play that knight; the more, because this very pawn in its present situation, blocks up the passage of his own bishop, and even of his knight.*

(n) *He plays his queen to give check next: but if he had played his king's rook's pawn to frustrate the attack of your knight, you must then have attacked his bishop and his queen with your queen's pawn; hence he would have been forced to take your pawn, and you should have retaken his bishop with your knight, which he could not have taken with his queen, because she would have been lost by a discovered check with your bishop.*

(o) *He takes your king's bishop; in the first place, to save his king's rook's pawn, and because your bishop proves more inconvenient to him than any other of your pieces; and secondly, to put his queen upon the rook that covers your king.*

(p) *Having the advantage of a rook against a bishop at the end of a game, it is your interest to change queens: because his queen being at present troublesome in the post where he just played it, you compel him to change, which he cannot avoid, if he will save his being check-mate.*



- W. The knight at the black king's knight's 4th square.  
 28. B. The queen's bishop's pawn one move.  
 W. The queen's rook at her king's knight's 3d square.  
 29. B. The knight at his queen's bishop's 4th square.  
 W. The knight at the black king's 3d square.  
 30. B. The knight takes the knight.  
 W. The pawn retakes the knight.  
 31. B. The rook at its king's bishop's 3d square.  
 W. The king's rook at its queen's square.  
 32. B. The rook takes the pawn.  
 W. The king's rook at the black queen's 2d square,  
 and must win the game. (g)

### FIRST BACK GAME,

*From the third move.*

3. B. The queen's pawn two steps.  
 W. The king's bishop's pawn two steps.  
 4. B. The queen's pawn takes the pawn. (a)  
 W. The king's bishop's pawn takes the pawn.  
 5. B. The king's knight at the white king's knight's 4th square.  
 W. The queen's pawn one step.  
 6. B. The king's bishop's pawn two steps.  
 W. The king's bishop at his queen's bishop's 4th square  
 7. B. The queen's bishop's pawn two steps.  
 W. The queen's bishop's pawn one step.  
 8. B. The queen's knight at his bishop's 3d square.  
 W. The king's knight at his king's 2d square.

(g) *Any thing he could have played could not hinder you from doubling your rooks, unless he had sacrificed his bishop, or let you make a queen with your pawn; thus he loses the game all ways.*

(a) *If he had taken your king's bishop's pawn in lieu of this, you must have pushed your king's pawn upon his knight, and his pawn you must afterwards have retaken with your queen's bishop.*

9. B. The king's rook's pawn two steps. (b)  
 W. The king's rook's pawn one move.
10. B. The king's knight at his rook's 3d square.  
 W. The king castles.
11. B. The queen's knight at his rook's 4th square.  
 W. The bishop gives check.
12. B. The bishop covers the check.  
 W. The bishop takes the black bishop.
13. B. The queen takes the bishop.  
 W. The queen's pawn one move.
14. B. The queen's bishop's pawn one move. (c)  
 W. The queen's knight's pawn two moves.
15. B. The queen's bishop's pawn takes it by passing by.  
 W. The rook's pawn retakes the pawn.
16. B. The queen's knight's pawn one move.  
 W. The queen's bishop at his king's 3d square.
17. B. The bishop at his king's 2d square.  
 W. The king's knight at his king's bishop's 4th square. (d)
18. B. The king's knight at his own square.  
 W. The king's knight at the black king's knight's 3d square.
19. B. The king's rook at its 2d square.  
 W. The king's pawn one move.
20. B. The queen at her knight's 2d square.

(b) *He pushes this pawn two steps, avoiding having a double pawn upon his king's rook's line, which by pushing your king's rook's pawn upon his knight, he had no chance of escape, and you taking it afterwards with your queen's bishop, would have given him a bad game.*

(c) *He plays in this manner to cut the communication of your pawns; but you escape it by pushing immediately your queen's knight's pawn upon his knight, which retreat forces your adversary to take the pawn by the way. This joins your pawns again, and makes them invincible.*

(d) *This knight gives the mortal blow to this game, because he has at present all your adversary's pieces in some measure locked up, till you can prepare the check-mate.*

W. The queen's pawn one move.

21. B. The king's bishop at his 3d square.

W. The king's rook takes the pawn.

22. B. The king castles.

W. The king's rook takes the black queen's knight.

23. B. The pawn takes the rook.

W. The queen's rook takes the pawn.

24. B. The queen's rook pawn one move.

W. The rook gives check.

25. B. The king retires.

W. The rook at the black queen's bishop's 3d square.

26. B. The queen at her knight's 4th square.

W. The queen's knight at his rook's 3d square.

27. B. The queen at her king's bishop's 4th square.

W. The queen's knight at her bishop's 4th square.

28. B. The queen takes the knight.

W. The bishop gives check.

29. B. The king retires where he can.

W. The knight gives check-mate.

## SECOND BACK GAME,

*From the fifth move.*

5. Black. The king castles.

White. The king's bishop's pawn one move.

6. B. The queen's pawn one move.

W. The queen at her king's bishop's 3d square.

7. B. The queen's pawn takes the pawn.

W. The queen's pawn retakes the pawn.

8. B. The queen's rook's pawn two moves.

W. The king's knight's pawn two moves.

9. B. The queen at her 3d square.

W. The king's knight's pawn one move.

10. B. The king's knight at his king's square.

W. The king's bishop at his queen's bishop's 4th square.

11. B. The queen's bishop's pawn one move.

W. The queen at the black king's rook's 4th square.

12. B. The queen's knight's pawn two steps.

W. The king's knight's pawn one move.

13. B. The king's rook's pawn one move.

W. The bishop takes the king's bishop's pawn, and gives check.

14. B. The king at his rook's square.

W. The queen's bishop takes the black king's rook's pawn.

15. B. The king's knight at his bishop's 3d square.

W. The queen being at her king's rook's 5th square. wins the game on removing the bishop.

### THIRD BACK GAME,

*From the tenth move.*

10. B. The king castles on his queen's side.

W. The king castles on his own side.

11. B. The king's rook's pawn one move.

W. The queen's knight at his queen's 2d square.

12. B. The king's knight's pawn two steps.

W. The queen's bishop at his king's 3d square.

13. B. The queen's rook at its king's knight's square.

W. The queen's knight's pawn two steps.

14. B. The king's rook's pawn one move.

W. The queen's rook's pawn two moves. (a)

15. B. The bishop takes the knight.

W. The queen takes the bishop.

16. B. The king's knight's pawn one move.

W. The queen at her king's 2d square.

17. B. The queen's bishop's pawn one step.

W. The queen's rook's pawn one step.

18. B. The bishop at his queen's bishop's 2d square.

W. The queen's bishop's pawn one move.

(a) *When the king is behind two or three pawns, and the adversary falls upon them in order to attack your king, you must avoid pushing any of those pawns till forced; as it would have been very indifferent policy to have pushed your king's rook's pawn upon his bishop, because he would then have got the attack by taking your knight with his bishop, and would have got an opening upon your king by pushing his king's knight's pawn, which would have lost you the game.*

19. B. The king's rook's pawn one move.  
W. The king's rook at its queen's knight's square.
20. B. The king's rook at its 4th square.  
W. The queen's bishop's pawn one move.
21. B. The queen's pawn one move.  
W. The king's pawn one move.
22. B. The king's knight at his king's square.  
W. The queen's knight's pawn one move.
23. B. The pawn takes the pawn.  
W. The king's rook retakes the pawn.
24. B. The queen's rook's pawn one move.  
W. The king's rook at its queen's knight's 4th square.
25. B. The king's bishop's pawn one move.  
W. The king's bishop takes the queen's rook's pawn.
26. B. The pawn takes the bishop.  
W. The queen takes the pawn, and gives check.
27. B. The king retires.  
W. The queen gives check.
28. B. The knight covers the check.  
W. The queen's rook's pawn one move.
29. B. The king at his queen's 2d square.  
W. The queen takes the queen's pawn, and gives check.
30. B. The king retires.  
W. The queen's rook's pawn one move, and by different ways wins the game.

### CUNNINGHAM'S GAMBIT.

*The inventor of this thought it a sure game ; but, three pawns well conducted, for the loss of a bishop only, will win the game, both sides playing well. There are two back-games ; one from the seventh, and the other from the eleventh move.*

1. W. The king's pawn two moves.  
B. The same.
2. W. The king's bishop's pawn two moves.  
B. The king's pawn takes the pawn.
3. W. The king's knight at his bishop's 3d square.  
B. The king's bishop at his king's 2d square.
4. W. The king's bishop at his queen's bishop's 4th square.

- B. The king's bishop gives check.
5. W. The king's knight's pawn one move.  
B. The pawn takes the pawn.
6. W. The king castles.  
B. The pawn takes the rook's pawn, and gives check
7. W. The king at his rook's square.  
B. The king's bishop at his 3d square. (a)
8. W. The king's pawn one move.  
B. The queen's pawn two steps.
9. W. The king's pawn takes the bishop. (b)  
B. The king's knight takes the pawn.
10. W. The king's bishop at his queen's knight's 3d square.  
B. The queen's bishop at his king's 3d square.
11. W. The queen's pawn one move. (c)  
B. The king's rook's pawn one move. (d)
12. W. The queen's bishop at his king's bishop's 4th square.  
B. The queen's bishop's pawn two steps.
13. W. The queen's bishop takes the pawn next to his king.

(a) If instead of playing this bishop at his third square he had played it at his king's second square, you had won the game in a few moves, which is made out by the first back-game.

(b) Without sacrificing this bishop he could not win the game; but, losing it, for three pawns, he becomes your conqueror; which three pawns (provided he doth not be too eager in pushing forwards, and that they be always well sustained by his pieces) will get the game in spite of your best defence.

(c) If you had pushed this pawn two steps, you had given to his knights a free entry into your game, which would have soon lost it. But, to make this more demonstrable, see a second back-game from this eleventh move.

(d) This move is of great importance, because it prevents you from attacking his king's knight with your queen's bishop, which would have enabled you to separate his pawns by giving one of your rooks for one of his knights.

- B. The queen's knight at his bishop's 3d square.
14. W. The queen's knight at his queen's 2d square.  
 B. The king's knight at the white king's knight's 4th square. (c)
15. W. The queen at her king's 2d square. (f)  
 B. The knight takes the bishop.
16. W. The queen takes the knight.  
 B. The queen at her knight's square. (g)
17. W. The queen takes the queen. (h)  
 B. The rook takes the queen.
18. W. The queen's rook at its king's square.  
 B. The king at his queen's 2d square.
19. W. The king's knight gives check.  
 B. The knight takes the knight.
20. W. The queen's rook takes the knight.  
 B. The king at his queen's 3d square.
21. W. The king's rook at its king's square.  
 B. The queen's knight's pawn two steps.

(c) *He plays this knight to take your queen's bishop, which would turn out very incommodious to him in case he should castle on his queen's side. Observe as a general rule that if the strength of your game consists in pawns, the best way is to take the adversary's bishops, because they can stop the advancing of the pawns, much better than the rooks.*

(f) *Being unable to save your bishop without doing worse, play your queen to take his place again when taken; for, if you had played it at your king's bishop's fourth square to frustrate the check of his knight, he would have pushed his king's knight's pawn upon your said bishop, and thus won the game immediately.*

(g) *If he had played his queen anywhere else, she would have been cramped; he therefore offers to change, that in case you refuse he may place her at her third square, where she would be extremely well posted.*

(h) *If you did not take his queen, your game would be still worse.*

22. W. The queen's bishop's pawn one step.  
B. The queen's rook at its king's square.
23. W. The queen's rook's pawn two steps.  
B. The queen's rook's pawn two steps.
24. W. The knight at his king's bishop's 3d square.  
B. The king's knight's pawn two steps.
25. W. The king at his knight's 2d square.  
B. The king's bishop's pawn one move. (i)
26. W. The queen's rook at its king's 2d square.  
B. The king's rook pawn one step.
27. W. The queen's rook's pawn takes the pawn.  
B. The pawn retakes the pawn.
28. W. The king's rook at its queen's rook's square.  
B. The queen's rook at her home. (k)
29. W. The king's rook returns to its king's square.  
B. The bishop at his queen's 2d square.
30. W. The queen's pawn one move.  
B. The queen's bishop's pawn one move.
31. W. The bishop at his queen's bishop's 2d square.  
B. The king's rook's pawn one move. (l)
32. W. The king's rook at his home.  
B. The king's rook at its 4th square. (m)
33. W. The queen's knight's pawn one move.

(i) *If you had pushed this pawn two steps, you had got his queen's pawn, taking it with your bishop. This would have you much the advantage of the game.*

(k) *Always strive to prevent the adversary doubling his rooks, especially where there is an opening in the game.*

(l) *He plays this pawn to push afterwards that of his king's knight upon your knight, with a view to drive it from his post; but if he had pushed his knight's pawn before he played this, you must have posted your knight at your king's rook's fourth square, and have arrested the progress of all his pawns.*

(m) *If instead of playing this he had given check with his rook's pawn, it would have been bad play, and entirely against the instruction given in the observation marked (b) in the first game.*



- B. The queen's rook at its king's rook's square.
34. W. The queen's knight's pawn one move.  
B. The king's knight's pawn one move.
35. W. The knight at his queen's 2d square.  
B. The king's rook at its king's knight's 4th square.
36. W. The king's rook at its king's bishop's square.  
B. The king's knight's pawn one move.
37. W. The rook takes the pawn, and gives check.  
B. The king at his queen's bishop's 2d square.
38. W. The king's rook at the black king's knight's 3d square.  
B. The king's rook's pawn gives check.
39. W. The king at his knight's square.  
B. The king's knight's pawn one move.
40. W. The rook takes the rook.  
B. The rook's pawn gives check.
41. W. The king takes the knight's pawn.  
B. The rook's pawn makes a queen, and gives check.
42. W. The king at his bishop's 2d square.  
B. The rook gives check at its king's bishop's square.
43. W. The king at his 3d square.  
B. The queen gives check at the white king's rook's 3d square.
44. W. The knight covers the check, having no other way.  
B. The queen takes the knight, and afterwards the rook, and gives mate in two moves after.

### FIRST BACK GAME,

*From the seventh move of the Gambit.*

7. W. The king at his rook's square  
B. The bishop at his king's 2d square.
8. W. The king's bishop takes the pawn, and gives check.  
B. The king takes the bishop.
9. W. The king's knight at the black king's 4th square giving double check.  
B. The king at his 3d square, any where else he loses his queen.
10. W. The queen gives check at her king's knight's 4th square.

B. The king takes the knight.

11. W. The queen gives check at the black king's bishop's 4th square.

B. The king at his queen's 3d square.

12. W. The queen gives check-mate at the black queen's 4th square.

### SEQUEL TO THIS FIRST BACK GAME,

*In case the adversary refuses taking your bishop with his king, at the eighth move of this first back-game.*

8. W. The king's bishop takes the pawn and gives check.

B. The king at his bishop's square.

9. W. The king's knight at the black king's 4th square.

B. The king's knight at his king's bishop's 3d square.

10. W. The king's bishop at his queen's knight's 3d square.

B. The queen at her king's square.

11. W. The king's knight at the black king's bishop's 2d square.

B. The rook at her knight's square.

12. W. The king's pawn one move.

B. The queen's pawn two moves.

13. W. The pawn takes the knight.

B. The pawn retakes the pawn.

14. W. The bishop takes the pawn.

B. The queen's bishop at the white king's knight's 4th square.

15. W. The queen at her king's square.

B. The queen's bishop at her king's rook's 4th square.

16. W. The queen's pawn two steps.

B. The bishop takes the knight.

17. W. The queen's bishop gives check.

B. The rook covers the check.

18. W. The knight at his queen's bishop's 3d square.

B. The bishop takes the bishop.

19. W. The knight retakes the bishop.

B. The queen at her king's bishop's 2d square.

20. W. The knight takes the bishop.

B. The queen takes the knight.

21. W. The queen takes the queen.

M

B. The king takes the queen.

22. W. The bishop takes the rook, and with the superiority of a rook, easily wins the game.

## SECOND BACK GAME,

*From the eleventh move of Cunningham's Gambit.*

11. W. The queen's pawn two moves.

B. The king's knight at the white king's 4th square.

12. W. The queen's bishop at his king's bishop's 4th square.

B. The king's bishop's pawn two moves.

13. W. The queen's knight at his queen's 2d square. (a)

B. The queen at her king's 2d square.

14. W. The queen's bishop's pawn two moves.

B. The queen's bishop's pawn one move. (b)

15. W. The pawn takes the pawn

B. The pawn retakes the pawn

16. W. The queen's rook at its bishop's square.

B. The queen's knight at his bishop's 3d square.

17. W. The queen's knight takes the knight.

B. The king's bishop's pawn retakes the knight.

18. W. The knight takes the black pawn next to his king.

B. The king castles with his rook.

19. W. The queen at her 2d square.

(a) *This knight is played to induce your adversary to take it; but if he did, he would play very ill; because a knight thus placed, and sustained by two pawns, whilst you have no pawn left to push up to remove it, is at least worth a rook, and becomes so inconvenient, that you will be forced to take it, and in this case, your adversary reunites his two pawns, one of which will probably either make a queen, or cost you a piece to prevent the same.*

(b) *If he had taken your pawn, his game would have been very much weakened, because his knight had then been propped up by one pawn instead of two; besides, he would have been forced to withdraw his king's knight when attacked, in order to save the pawn that sustained it.*

B. The king's rook's pawn one step.

20. W. The queen's rook at the black queen's bishop's 4th square.

B. The queen's rook at its queen's square.

21. W. The king's bishop at his queen's rook's 4th square.

B. The king's knight's pawn two steps.

22. W. The queen's bishop at his king's 3d square.

B. The rook takes the rook.

23. W. The knight takes the rook.

B. The queen at her 3d square.

24. W. The queen at her king's rook's 2d square.

B. The king at his knight's 2d square.

25. W. The queen takes the queen.

B. The rook retakes the queen.

26. W. The queen's rook's pawn one move.

B. The king at his knight's 3d square.

27. W. The queen's knight's pawn two steps.

B. The king's rook's pawn one move.

28. W. The queen's knight's pawn one move.

B. The knight at his king's 2d square.

29. W. The rook at the black queen's bishop's 2d square.

B. The rook at its queen's 2d square.

30. W. The rook takes the rook, if not it will be the same.

B. The bishop retakes the rook.

31. W. The king at his knight's 2d square.

B. The king's rook's pawn one step.

32. W. The queen's bishop at his king's bishop's 2d square.

B. The king at his rook's 4th square.

33. W. The king's bishop gives check.

B. The bishop covers the check.

34. W. The bishop takes the bishop.

B. The king takes the bishop.

35. W. The knight gives check at his king's 3d square.

B. The king at the white king's bishop's 4th square.

36. W. The king at his rook's 3d square.

B. The king at the white king's bishop's 3d square.

37. W. The knight at his king's knight's 4th square.

B. The knight at his king's bishop's 4th square.

38. W. The bishop at his king's knight's square.

B. The king's pawn one move.

38. W. The queen's rook's pawn one move.  
 B. The king's pawn one move.
40. W. The bishop at his king's bishop's 2d square.  
 B. The knight takes the queen's pawn, and afterwards wins the game.

### FURTHER ILLUSTRATION OF CUNNINGHAM'S GAMBIT.

1. W. The king's pawn two moves.  
 B. The same.
2. W. The king's bishop's pawn two moves.  
 B. The pawn takes the pawn.
3. W. The king's knight at his bishop's 3d square.  
 B. The king's bishop at his king's 2d square.
4. W. The king's bishop at his queen's bishop's 4th square.  
 B. The bishop gives check.
5. W. The king at his bishop's square. (a)  
 B. The queen's pawn one step.
6. W. The queen's pawn two steps.  
 B. The queen at her king's bishop's 3d square.
7. W. The king's pawn one step.  
 B. The queen's pawn takes the pawn.
8. W. The queen's pawn retakes the pawn.  
 B. The queen at her king's 2d square.
9. W. The queen's bishop takes the gambit's pawn.  
 B. The queen's bishop at the white king's knight's 4th square.
10. W. The queen's knight at his bishop's 3d square.  
 B. The queen's bishop's pawn one step.
11. W. The queen's knight at his king's 4th square, must win the game.

### THE QUEEN'S GAMBIT,

*With six back-games.*

1. W. The queen's pawn two steps.  
 B. The queen's pawn two steps likewise.

(a) *Withdrawing your king to his bishop's place, renders it impossible for your adversary to preserve the gambit's pawn, which will be always in your power to take.*

2. W. The queen's bishop's pawn two steps.  
B. The pawn takes the pawn.
3. W. The king's pawn two moves. (a)  
B. The king's pawn two moves. (b)
4. W. The queen's pawn one move. (c)  
B. The king's bishop's pawn two moves. (d)
5. W. The queen's knight at his bishop's 3d square.  
B. The king's knight at his bishop's 3d square.
6. W. The king's bishop's pawn one move.  
B. The king's bishop at his queen's bishop's 4th square
7. W. The queen's knight at his rook's 4th square. (e)  
B. The bishop takes the knight, near the white king's rook. (f)
8. W. The rook takes the bishop.

(a) If instead of two, you had pushed this pawn but one step, your adversary would have shut up your queen's bishop for half the game at least; the first back-game will be the evidence of it.

(b) He would have lost the game, if instead of playing this pawn, he had sustained the gambit's pawn. This will be perceived by a second back-game. But if he had neither pushed this pawn, nor taken the gambit's pawn, you must have pushed your king's bishop's pawn two steps, and then your game would have been in the best of situations.

(c) If you had taken his king's pawn, instead of pushing your pawn forwards, you had lost the benefit of the attack. This is the subject of a third back-game.

(d) If he had played any thing else, you must have pushed your king's bishop's pawn two steps, and thus have procured your pieces an entire liberty.

(e) If instead of playing your knight to take his king's bishop, or make him remove it from that line, you had taken the gambit's pawn, you had lost the game again. This is made clear by a fourth back-game.

(f) If in lieu of taking your knight, he had played his bishop at your queen's fourth square, you must have attacked it with your king's knight, and taken it the next move.

- B. The king castles. (g)
9. W. The knight at his queen's bishop's 3d square.  
B. The pawn takes the pawn.
10. W. The king's bishop takes the gambit's pawn. (h)  
B. The pawn takes the white king's bishop's pawn.
11. W. The pawn retakes the pawn. (i)  
B. The queen's bishop at his king's bishop's 4th square.
12. W. The queen's bishop at his king's 3d square.  
B. The queen's knight at his queen's 2d square.
13. W. The queen at her 2d square.  
B. The queen's knight at his 3d square.
14. W. The queen's bishop takes the knight.  
B. The rook's pawn retakes the bishop.
15. W. The king castles on his queen's side.  
B. The king at his rook's square.
16. W. The king's rook at the black king's knight's 4th square.  
B. The king's knight's pawn one move.
17. W. The queen at her king's 3d square.  
B. The queen at her 3d square.
18. W. The knight at his king's 4th square.  
B. The bishop takes the knight.

(g) *If he had pushed his queen's knight's pawn two steps in order to sustain his gambit's pawn, instead of castling, it appears by a fifth back-game that he had lost; and if instead of either of these two moves, he had taken your king's pawn, your retaking it would have hindered him from taking yours again with his knight, because he would have lost the game by your giving him check with your queen.*

(h) *This particular move demands a sixth back-game; because if you had retaken his king's bishop's pawn with your king's bishop's pawn, you again had lost the game.*

(i) *In retaking this pawn, you give an opening to your rook upon his king, and this pawn serves likewise for a better guard to your king; it stops also your adversary's knight's course; and although you have at present a pawn less, you have the best of the game by the situation.*

19. W. The pawn retakes the bishop, and reunites his comrades.  
B. The king's rook at its king's square.
20. W. The king at his queen's knight's square.  
B. The queen at her bishop's 4th square.
21. W. The queen takes the queen.  
B. The pawn retakes the queen.
22. W. The queen's rook at its king's square.  
B. The king at its knight's 2d square.
23. W. The king at his queen's bishop's 2d square.  
B. The king's rook's pawn one move.
24. W. The king's rook at his knight's 3d square.  
B. The knight at his king's rook's 4th square.
25. W. The attacked rook saves itself at the queen's knight's 3d square.  
B. The queen's knight's pawn one move.
26. W. The queen's pawn one step, to make an opening for your rook and bishop.  
B. The pawn takes the pawn.
27. W. The king's rook takes the pawn.  
B. The queen's rook at its queen's square.
28. W. The queen's rook at its queen's square.  
B. The knight at his king's bishop's 3d square.
29. W. The king's rook gives check.  
B. The king at his rook's square.
30. W. The bishop at the black queen's 4th square, to prevent the adversary's pawn's advancing.  
B. The knight takes the bishop.
31. W. The rook retakes the knight.  
B. The king's rook at its bishop's square.
32. W. The queen's rook at its queen's 2d square.  
B. The king's rook at the white king's bishop's 4th square.
33. W. The queen's rook at its king's 2d square.  
B. The queen's pawn one move.
34. W. The pawn takes the pawn.  
B. The queen's rook takes the pawn.
35. W. The king's rook at the black king's 2d square.  
B. The king's knight's pawn one step; if he sustained the pawn, the game was lost.



- [illegible]

(b) If instead of pushing this pawn, you had taken his pawn with your rook, you had lost the game; because your king would have hindered your rook from coming in time to stop the passage of his knight's pawn. This may be seen by playing over the same moves.

If he did not take your pawn, you must have taken and that would have given you the game.

ad of taking his pawn, you had taken the game.

50. W. The rook at its king's rook's 2d square.  
 B. The king at his knight's 2d square.
51. W. The pawn one move.  
 B. The king at his knight's 3d square.
52. W. The king at the black queen's bishop's 3d square.  
 B. The king at his knight's 4th square.
53. W. The pawn one move.  
 B. The king at the white king's knight's 4th square.
54. W. The pawn advances.  
 B. The rook takes the pawn, and playing afterwards his king upon the rook, it is a drawn game, because his pawn will cost your rook.

### FIRST BACK GAME,

*From the third move of the queen's gambit.*

3. W. The king's pawn one move.  
 B. The king's bishop's pawn two steps. (a)
4. W. The king's bishop takes the pawn.  
 B. The king's pawn one move.
5. W. The king's bishop's pawn one move.  
 B. The king's knight at his bishop's 3d square. (b)
6. W. The queen's knight at his bishop's 3d square.  
 B. The queen's bishop's pawn two steps. (c)
7. W. The king's knight at his king's 2d square.  
 B. The queen's knight at his bishop's 3d square.
8. W. The king castles.  
 B. The king's knight's pawn two steps. (d)

(a) *Moving this pawn must convince you that it had been better to push your king's pawn two steps, because his pawn obstructs the union of your king's and queen's pawns to front.*

(b) *He plays this knight to hinder your king's and queen's pawns from uniting.*

(c) *This is pushed with the same design.*

(d) *He plays this pawn to push that of his king's bishop upon your king's pawn in case of need, which would produce an entire separation of your best pawns.*

8. W. The queen's pawn takes the pawn. (c)  
B. The queen takes the queen.
10. W. The rook retakes the queen.  
B. The king's bishop takes the pawn.
11. W. The king's knight at his queen's 4th square.  
B. The king at his 2d square.
12. W. The queen's knight at his rook's 4th square.  
B. The king's bishop at his queen's 3d square.
13. W. The king's knight takes the knight.  
B. The pawn retakes the knight.
14. W. The king's bishop's pawn one step. (f)  
B. The king's rook's pawn one step.
15. W. The queen's bishop at his queen's 2d square.  
B. The knight at his queen's 4th square.
16. W. The king's knight's pawn one step.  
B. The queen's bishop at his queen's 2d square.
17. W. The king at his bishop's 2d square.  
B. The queen's bishop's pawn one move.
18. W. The knight at his queen's bishop's 3d square.  
B. The queen's bishop at his 3d square.
19. W. The knight takes the knight.  
B. The pawn retakes the knight.
20. W. The king's bishop at his king's 2d square.  
B. The queen's rook at its king's knight's square.
21. W. The queen's bishop at his 3d square.  
B. The king's knight's pawn takes the pawn.
22. W. The bishop takes the rook. (g)

(c) *If you had advanced your own instead of taking this pawn, the adversary would then have attacked your king's bishop with his queen's knight, forcing you to give him check; and in this case, he, playing his king at his bishop's second square, had gained the move upon you, and a very good situation.*

(f) *You start this pawn to prevent your adversary from putting three pawns in front, which would have been done by pushing only his king's pawn.*

(g) *If his pawn had been retaken with your knight's pawn, he would have pushed his queen's pawn upon your bishop,*

- B. The pawn takes the king's pawn giving check.
23. W. The king retakes the pawn.  
B. The rook takes the bishop.
24. W. The king's bishop at his 3d square.  
B. The king at his 3d square.
25. W. The king's rook at its queen's 2d square.  
B. The queen's pawn gives check.
26. W. The king at his bishop's 2d square.  
B. The queen's bishop at the white king's 4th square.
27. W. The queen's rook at its king's square.  
B. The king at his queen's 4th square.
28. W. The king's rook at its king's 2d square.  
B. The rook at its king's square.
29. W. The king's knight's pawn one move.  
B. The bishop takes the bishop.
30. W. The rook takes the rook.  
B. The pawn takes the pawn.
31. W. The king's rook's pawn one move.  
B. The queen's bishop's pawn one move.
32. W. The king's rook at the black king's rook's square.  
B. The queen's pawn one move.
33. W. The king at his 3d square.  
B. The king's bishop gives check at his queen's bishop's 4th square.
34. W. The king at his bishop's 4th square, having no other place.  
B. The queen's pawn one move, and wins the game.
- (h)

*and afterwards would have entered your game with a check of his rook, supported by his queen's bishop; and if you had taken this pawn with your king's pawn, he might have done the same; which would have given him a very good game, because one of his pawns being then passed, (i. e.) a pawn that can be no more stopped but by pieces, will inevitably cost a piece, to hinder the making of a queen.*

*(h) By this game is seen the strength of two bishops against the rooks, especially when the king is placed between two pawns. But if instead of employing your rooks*

## SECOND BACK GAME,

*From the third move of the queen's gambit.*

3. W. The king's pawn two steps.  
B. The queen's knight's pawn two steps.
4. W. The queen's rook's pawn two steps.  
B. The queen's bishop's pawn one step.
5. W. The queen's knight's pawn one step.  
B. The gambit's pawn takes the pawn. (a)
6. W. The rook's pawn takes the pawn.  
B. The queen's bishop's pawn takes the pawn.
7. W. The king's bishop takes the pawn, and gives check.  
B. The bishop covers the check.
8. W. The queen takes the pawn.  
B. The bishop takes the bishop.
9. W. The queen retakes the bishop, and gives check.  
B. The queen covers the check.
10. W. The queen takes the queen.  
B. The knight retakes the queen.
11. W. The king's bishop's pawn two steps.  
B. The king's pawn one move or step.
12. W. The king at his 2d square.  
B. The king's bishop's pawn two steps. (b)

*to wage war against his pawns, you had, on the thirty-first move, played your rook at the black queen's square; on the thirty-second move brought your other rook at your adversary's king's second square; and on the thirty-third move sacrificed your first rook for his king's bishop; you had effected a drawn game.*

(a) *It is of the same consequence in the attack of the queen's gambit, to separate the adversary's pawns on that side, as it is in the king's gambit to separate them on the king's side.*

(b) *By pushing this pawn two steps, he means to compel you to push forward your king's pawn, in order to cause your queen's pawn, now at the head, to be left behind, and become useless. (See the remarks of the second game.)*

13. W. The king's pawn one move.  
B. The king's knight at his king's 2d square.
14. W. The queen's knight at his bishop's 3d square.  
B. The king's knight at his queen's 4th square. (c)
15. W. The knight takes the knight.  
B. The pawn retakes the knight.
16. W. The queen's bishop at his rook's 3d square.  
B. The bishop takes the bishop.
17. W. The rook takes the bishop.  
B. The king at his 2d square.
18. W. The king at his bishop's 3d square. :  
B. The king's rook at its queen's knight's square.
19. W. The knight at his king's 2d square.  
B. The king at his 3d square.
20. W. The king's rook at its queen's rook's square.  
B. The king's rook at its queen's knight's 2d square.
21. W. The queen's rook gives check.  
B. The knight covers the check.
22. W. The king's rook at the black queen's rook's 4th square.  
B. The king's knight's pawn one move.
23. W. The knight at his queen's bishop's 3d square.  
B. The queen's rook at its queen's square.
24. W. The queen's rook takes the rook's pawn.  
B. The rook takes the rook.
25. W. The rook retakes, and must win the game, having a pawn superiority, and a pawn past, which amounts to a piece. (d)

*Nevertheless you must play it ; but endeavour afterwards, with the help of your pieces, to change this your queen's pawn for his king's and thus give a free passage to your own king's pawn.*

(c) *Your adversary is forced in this present situation to propose the changing of knights, although by this move he separates his pawns ; for if he had played any thing else, you would have taken his rook's pawn, by playing only your knight at the black queen's knight's fourth square.*

(d) *Thus it appears by this back game, that a pawn, separated from his fellows, will seldom or never succeed.*

## THIRD BACK GAME,

*From the fourth move of the queen's gambit.*

4. W. The queen's pawn takes the pawn.  
B. The queen takes the queen
5. W. The king retakes the queen.  
B. The queen's bishop at his king's 3d square.
6. W. The king's bishop's pawn two steps.  
B. The king's knight's pawn one step.
7. W. The queen's knight at his bishop's 3d square.  
B. The queen's knight at his queen's 2d square.
8. W. The king's rook's pawn one move.  
B. The king's rook's pawn two moves.
9. W. The queen's bishop at his king's 3d square.  
B. The king castles.
10. W. The king at his queen's bishop's 2d square.  
B. The king's bishop at his queen's bishop's 4th square.
11. W. The bishop takes the bishop.  
B. The knight retakes the bishop.
12. W. The king's knight at his bishop's 3d square.  
B. The queen's bishop's pawn one step.
13. W. The king's knight at the black king's knight's 4th square.  
B. The queen's knight's pawn two steps.
14. W. The king's bishop at his king's 2d square.  
B. The king's knight at his king's 2d square.
15. W. The knight takes the bishop.  
B. The pawn retakes the knight.
16. W. The queen's rook's pawn two steps.  
B. The queen's knight at the white queen's knight's 3d square.
17. W. The queen's rook at its 2d square.  
B. The queen's rook's pawn one step.
18. W. The queen's rook's pawn takes the pawn.  
B. The queen's rook's pawn retakes the pawn.
19. W. The rook gives check.  
B. The king at his queen's knight's 2d square.
20. W. The rook takes the rook.  
B. The rook retakes the rook.

21. W. The rook at its queen's square.  
B. The queen's knight gives check at the white queen's 4th square.
22. W. The king at his queen's knight's square.  
B. The king at his queen's knight's 3d square.
23. W. The king's knight's pawn two steps.  
B. The pawn takes the pawn.
24. W. The pawn retakes the pawn.  
B. The queen's bishop's pawn one move.
25. W. The king's knight's pawn one move.  
B. The king's knight at his queen's bishop's 3d square.
26. W. The bishop at his king's knight's 4th square.  
B. The queen's knight's pawn one move.
27. W. The knight at his king's 2d square.  
B. The king's knight at his queen's rook's 4th square.
28. W. The knight takes the knight.  
B. The pawn retakes the knight.
29. W. The bishop takes the pawn.  
B. The king at his queen's bishop's 4th square.
30. W. The king's bishop's pawn one step.  
B. The queen's pawn one move.
31. W. The king's bishop's pawn takes the pawn. (a)  
B. The knight at the white queen's knight's 3d square.
32. W. The pawn one move.  
B. The rook at its queen's rook's square, to give check-mate.
33. W. The rook takes the pawn.  
B. The rook gives check.
34. W. The king has but one place.  
B. The rook gives check-mate at its queen's bishop's square.

#### FOURTH BACK GAME,

*From the seventh move of the queen's gambit.*

7. W. The king's bishop takes the gambit's pawn.  
B. The king's bishop's pawn takes the pawn.
8. W. The king's bishop's pawn retakes the pawn.

(a) *He takes this pawn, to make a queen upon the white queen's square, where his bishop supports the pawn.*



- B. The king's knight at the white king's knight's 4th square.
9. W. The king's knight at his rook's 3d square.  
B. The queen gives check.
10. W. The king at his queen's 2d square.  
B. The king's knight at the white king's 3d square.
11. W. The queen at her king's 2d square.  
B. The queen's bishop at the white king's knight's 4th square.
12. W. The queen at her 3d square.  
B. The king's knight takes the king's knight's pawn.
13. W. The king's knight at his home.  
B. The queen at the white king's square giving check.
14. W. The king retires.  
B. The king's bishop takes the knight, and will easily win the game.

### FIFTH BACK GAME.

*From the eighth move of the queen's gambit.*

2. W. The rook retakes the bishop.  
B. The queen's knight's pawn two steps.
3. W. The knight at the black queen's bishop's 4th square.  
B. The king castles.
10. W. The queen's rook's pawn two moves.  
B. The queen's knight at his rook's 3d square.
11. W. The knight takes the knight.  
B. The bishop retakes the knight.
12. W. The rook's pawn takes the pawn.  
B. The bishop retakes the pawn.
13. W. The queen's knight's pawn one move.  
B. The king's bishop's pawn takes the pawn.
14. W. The queen's knight's pawn takes the pawn.  
B. The bishop at his queen's 2d square.
15. W. The queen's bishop at the black king's knight's 4th square.  
B. The pawn takes the pawn.
16. W. The pawn retakes the pawn.

- B. The king at his rook's square.
17. W. The king's bishop at his queen's 3d square.  
B. The king's rook's pawn one move.
18. W. The king's rook's pawn two moves.  
B. The rook's pawn takes the queen's bishop.
19. W. The pawn retakes the pawn.  
B. The knight at his rook's 4th square.
20. W. The bishop at the black king's knight's 3d square.  
B. The knight at the white king's bishop's 4th square.
21. W. The queen at her bishop's 2d square.  
B. The knight takes the bishop to avoid the mate.
22. W. The queen retakes the knight.  
B. The bishop at his king's bishop's 4th square.
23. W. The queen gives check.  
B. The king retires.
24. W. The king's knight's pawn one move.  
B. The bishop takes the pawn.
25. W. The queen takes the bishop.  
B. The queen at her king's bishop's 3d square.
26. W. The queen's rook at the black queen's rook's 3d square.  
B. The queen takes the queen.
27. W. The queen's rook retakes the queen.  
B. The king's rook at his bishop's 2d square.
28. W. The king at his 2d square.  
B. The queen's rook's pawn two steps.
29. W. The queen's rook at the black king's 3d square.  
B. The rook's pawn one move.
30. W. The rook takes the pawn.  
B. The rook's pawn one move.
31. W. The king's rook at its queen's rook's square.  
B. The rook's pawn one move.
32. W. The rook at its king's 3d square.  
B. The king's rook at its bishop's 3d square.
33. W. The king at his queen's 3d square.  
B. The rook gives check.
34. W. The king at his 4th square.  
B. The rook takes the rook.
35. W. The king retakes the rook.  
B. The rook at its queen's rook's 3d square.

## CHESS.

- W. The king at his queen's 4th square.  
B. The king at his bishop's 2d square.
37. W. The king at his queen's bishop's 3d square.  
B. The rook gives check.
38. W. The king at his queen's knight's 4th square.  
B. The rook takes the pawn.
39. W. The rook takes the pawn.  
B. The king at his 2d square.
40. W. The queen's bishop's pawn one step.  
B. The king's knight's pawn two steps.
41. W. The rook at the black queen's rook's 2d square.  
B. The king at his queen's square.
42. W. The king at the black queen's knight's 4th square.  
B. The knight's pawn one move.
43. W. The king at the black queen's bishop's 3d square.  
B. The rook gives check.
44. W. The pawn covers the check.  
B. The pawn takes the pawn.
45. W. The pawn retakes the pawn.  
B. The king at his home.
46. W. The rook at the black king's knight's 2d square.  
B. The rook at its 3d square.
47. W. The king at the black queen's bishop's 2d square,  
and afterwards pushing his pawn, will win the  
game.

## SIXTH BACK GAME,

*From the tenth move of the queen's gambit.*

10. W. The king's bishop's pawn takes the pawn.  
B. The knight takes the king's pawn.
11. W. The knight retakes the knight.  
B. The queen gives check.
12. W. The knight at his king's knight's 3d square.  
B. The queen's bishop at the white king's knight's  
4th square.
13. W. The king's bishop at his king's 2d square. (a)

(a) *Any thing you could have played could not save a  
piece.*

- B. The queen takes the rook's pawn.
14. W. The king's rook at its bishop's square. (b)
- B. The queen takes the knight and gives check.
15. W. The king at his queen's 2d square.
- B. The queen's knight at his queen's 2d square.
16. W. The rook takes the rook. (c)
- B. The rook retakes the rook.
17. W. The queen at her king's square.
- B. The rook at the white king's bishop's 2d square, and wins the game.

*(b) If in lieu of playing your rook you had played your king, the adversary had won sooner, by playing only his rook at your king's bishop's second square.*

*(c) Had you taken his bishop he would have given you check with his queen at your queen's third square, and mate by taking your rook the following move.*

## THE GAME OF GOFF, OR GOLF.

**GOLF**, a celebrated Scotch game, almost peculiar to that country is played with balls and clubs. The club is taper, terminating in the part that strikes the ball which is faced with horn, and loaded with lead. But of this there are six sorts used by good players, viz. the common club, used when the ball lies on the ground; the scraper and half scraper, when in long grass; the spoon when in a hollow; the heavy iron club, when it lies deep among stones or mud; and the light iron ditto, when on the surface of chingle or sandy ground.

The balls are much smaller than those used at cricket, and much harder; they are made of horse leather, and stuffed with feathers in a peculiar manner, and then boilded.

The ground may be circular, triangular, or a semi-circle. The number of holes are not limited; that depends always on what the length of the ground will admit. The common distance between one hole and another is about a quarter of a mile, which begins and terminates every game; and he who gets his ball in by the fewest number of strokes is the victor.

Two, four, six, eight, or any number may play together; but what is called the good game never exceeds four; that number being allowed to afford best diversion, and not so liable to confusion as six, eight, ten, or twelve might be.

The more rising or uneven the ground is, it requires the greater nicety or skill in the players; on that account, the preference is always given to it by proficients.

When playing with the wind, light balls are used; and heavy ones against it.

At the beginning of each game the ball is allowed to be elevated to whatever height the player chooses, for the convenience of striking; but not afterwards.

This is done by means of sand or clay, called a *teeing*.

The balls which are played off at the beginning of the game cannot be changed until the next hole is won, even if they should happen to burst.

When it happens that a ball is lost, that hole is lost to the party.

If a ball should be stopped accidentally the player is allowed his stroke again.

Suppose four are to play the game, A and B against C and D; each party having a ball, they proceed thus:

A strikes off first, C next; and perhaps does not drive his ball above half the distance A did, on which account D, his partner, next strikes it, which is called *one more*, to get it as forward as that of their adversaries, or as much beyond it as possible; if this is done, then B strikes A's ball, which is called playing *the like*, or equal of their opponents. But if C, and D, by their ball being in an awkward situation, should be unable, by playing *one more*, to get it as far as A's, they are to play in turn, two, three, or as many more until that is accomplished, before B strikes his partner's ball; which he calls *one to two* or *one to three*, or as many strokes as they required to get to the same distance as A did by his once playing. The ball is struck alternately, if the parties are equal, or nearly so.

# **LAWS OF CRICKET.**

The ball should weigh not less than five ounces and a half, nor more than five ounces and three quarters.

The ball cannot be changed during the game, without the consent of both parties.

The bat must not exceed four inches and one quarter in the widest part.

The stumps must be twenty-two inches high, and the ball six inches long.

The bowling-crease must be in a line with the stumps, three feet in length, with a return crease.

The popping-crease must be three feet ten inches from the wickets; and the wickets must be opposite to each other, at twenty-two yards distance.

The party which goes from home shall have the choice of the innings and the pitching of the wickets, which shall be pitched within thirty yards of a centre fixed by the adversaries.

When the parties meet at a third place, the bowlers shall toss up for the pitching of the first wicket, and the choice of going in.

Neither party can alter the ground during the match without consent of the other, either by moving, covering, rolling, or beating it.

The ball must be delivered by the bowler with one foot behind the bowling-crease, and within the return-crease; and he must bowl four balls before he changes wickets, which he shall do but once in the same innings.

He may order the striker at his wicket to stand on which side of it he pleases.

The striker is out if the ball is bowled off, or the stump bowled out of the ground.

Or when the ball, from a stroke over or under his bat, or upon his hands (but not wrists) is held before it touches the ground, though it be hugged to the body of the catcher:

Or if, in striking, both his feet are over the popping-cress, and his wicket is put down, except his bat is grounded within it:

Or if in striking at the ball he hits down his wicket:

Or if he runs out of his ground to hinder a catch:

Or if a ball is struck up, and he wilfully strikes it again:

Or if in running a notch, the wicket is struck down by a throw, or with the ball in hand, before his foot, hand or bat, is grounded over the popping-cress; but if the ball is off, a stump must be struck out of the ground by the ball.

Or when the striker touches or takes up the ball before it has lain still, unless done at the request of the opposite party:

Or if the striker puts his leg before the wicket with a design to stop the ball, and actually prevents the ball, from hitting his wicket by it.

If the players have crossed each other, he that runs for the wicket that is put down is out; but if they are not crossed, he that has left the wicket that is put down is out.

When the ball has been in the bowler's or wicket-keeper's hands, the strikers need not keep within their ground till the umpire has called play; but if the player goes out of his ground with a design to run, before the ball is delivered, the bowler then may put him out.

When the ball is struck up in the running ground between the wickets, the strikers may lawfully hinder its being caught; but they must neither strike at, nor touch the ball with their hands.

When the ball is struck up, the striker may guard his wicket either with his bat or his body.

In single wicket matches, should the striker move out of his ground to strike at the ball, he shall not be allowed a notch for such stroke.

The wicket-keeper shall stand at a moderate distance behind the wicket, and shall not move till the ball is out of the bowler's hand, and shall not by any choice incommode the striker; and if his hands, knees, foot, or he-



be over or before the wicket, though the ball hit it, it shall not be out.

The umpires shall allow two minutes for each man to come in, and fifteen minutes between each innings. When the umpires shall call *Play*, the party then refusing to play, loses the match.

They are the sole judges of fair and unfair play, and all disputes shall be determined by them.

When a striker is hurt, they are to allow another to come in, and the person hurt shall have his hands in any part of that innings.

They are not to order a player out, unless when appealed to by the adversaries.

But if the bowler's foot is not behind the bowling crease, and within the returning crease, when he delivers the ball, the umpire, unasked, must call *No ball*.

If the strikers run a short notch, the umpire must call *No notch*.

When a ball is caught no notch to be reckoned.

When a striker is run out the notch running for is not to be reckoned.

### BETTING.

If the notches of one player are laid against another, the bet depends on both the innings, unless otherwise specified.

If one party beats the other in one innings, the notches in the first innings shall decide the bet.

But if the other party goes in a second time, then the bet must be determined by the numbers on the score.

# THE GAME OF BILLIARDS.

TO play this game correctly, attention must be given to the method of holding the mace or cue, and the manner of delivering the ball from the mace, or of striking it with the cue: but these things are much more easily acquired by observation, or by the direction of a proficient in the game, than by any possible written rules.

A person who plays with his right hand, must stand with his left foot foremost; and he who is left-handed, with his right foot; by which he will stand more firm and steady.

The votaries of this game should be particularly cautious not to suffer their temper to be irritated by any occurrences or disappointments whatever, during the game: a steady hand, and a serenity of temper, being indispensable requisites to the well playing of it.

We shall forbear noticing those games formerly in vogue, they being now very little played, if at all, and bear besides so great an affinity to their substitutes, that we deem treating of them superfluous.

The games now principally played are:

The English game.

The French following game.

The winning, and losing game.

The revolution, or four-ball game.

And the game of Pool.

In order to avoid a repetition of the subject, in each game separately, we shall previously take notice of those rules and regulations which are applicable to all, with some exceptions for the game of Pool.

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## RULES AND REGULATIONS RELATING TO THE DIFFERENT GAMES.

1. The commencement is, to string for the lead, and the choice of balls: and he who brings his ball nearest to the upper cushion, wins the lead, and has the privilege of commencing first or not.

That part of the table where the striker commences from, is called the upper end; and consequently the other part, is called the lower end.

2. He who in leading, holes his own, or touches his opponent's ball, loses the lead.

3. During a rubber the person who lost the preceding game has the privilege of commencing the next.

4. If the striker, without an intention of striking, touches his own ball, it is deemed an accident; and his opponent may replace it: but if by the same accident, he holes his own or moves another, it is a stroke, though not intended as such.

5. The striker should take particular notice before he strikes, that nothing lays on the table that can injure the winning of the balls; he not being entitled to gain, but liable to lose every thing made in consequence.

6. A ball standing on the edge of a hole falling into it after adjudged to stand still, must be replaced in the same position.

7. If a ball standing on the edge of a hole should fall into it before the striker's ball has reached it, the stroke is void, and the balls must be replaced in the same positions.

8. If the balls are changed, and is not known by which party, the game must be played out so.

9. A person playing with the wrong ball, if not discovered by his opponent before the next stroke, gains as many points as in playing with his own; and the different parties must continue with them during that game.

10. Any person playing with the wrong ball cannot count if discovered by his opponent before the next stroke, and each party must resume the ball he commenced with.

*We think it proper to observe here, that the above rule is sufficiently strict, as every person has the privilege of rectifying his opponent before he strikes, if he thinks proper.*

11. Striking both balls together with cue or mace, constitutes a foul stroke: and no person is entitled to gain any thing so made, if discovered by his opponent before the next stroke: but liable to lose as many points as in striking fair; and withal forfeits the next stroke.

*Those persons who imagine that, in holding the mace or cue perpendicularly, there is no possibility of making a foul stroke, labour under a very great mistake; for supposing the circumference of each ball to be four inches, one eighth of this is exposed to the sliding of the mace or cue, or subjected to be pushed forward, a half an inch without retracting the played-with stick from it: so that the balls being even separated from each other a half an inch it is not only possible, but if struck in a dilatory manner will most undoubtedly prove so.*

12. If the striker's ball touches another, he cannot strike without making a foul stroke.

13. If the striker stops or interrupts the running of a ball or balls, he cannot count: and his opponent may place the ball or balls so stopped, where he pleases: and if adjudged by the company, the striker's own ball was running directly for either of the holes, it is considered as holed, and he loses as many points as is thereto annexed.

14. The opponent is subjected to the same penalties as the striker, in a contrary case from the foregoing rule.

15. If one of the white balls being in hand the other should be inside of the line that runs parallel with the stringing nails, it is called a baulk: and the person whose ball is off the table, cannot play within it, without backing, or striking the lower cushion first.

16. A line ball, or the centre of a ball laying on the line of the stringing nails, is considered within the baulk.

17. If the striker in playing with the wrong ball which is his opponent's, holes it, and leaves the other in the baulk, he loses nothing, the red ball or balls are placed on their original spots, and his opponent must play.

18. If in making a foul stroke the striker makes or leaves a bank, the red ball or balls must be replaced in their original position.

19. If the striker forces his own ball over the cushion it is considered as holed.

20. If the striker forces either or all the balls over the cushion it counts nothing: but if by the same stroke he holes his own, or forces it over the cushion, then all the balls over are considered as holed.

21. Forcing either of the balls over the cushion in making a carrym does not prevent the striker from counting it.

22. A ball standing on a cushion is considered as off the table.

23. Any person playing with both feet off the floor, cannot count.

24. Any person playing at a ball whilst running cannot count.

25. In a case of betting, two misses do not constitute a hazard.

26. No by-stander has a right to say any thing concerning the game unless appealed to by the players.

27. Any dispute arising concerning the game shall be settled by the disinterested company present; the marker shall go and ask them individually, whether they understand the nature of the dispute in question, if so, their opinion; and shall then declare without specifying any names, that, so many persons are in favour of one party, and so many in favour of the other; and the majority shall decide it; but in case there is no majority, then the marker shall be appealed to: as also in case there is no company present.

### **RULES ESPECIALLY CONCERNING A THREE-HANDED MATCH.**

28. The three persons must lead, and those two whose balls are nearest to the cushion have the privilege of commencing first. *See the three first articles.*

29. Every point made is a hand out.

30. Every point made counts for either of the hands in

31. There are no baulks in this game as long as the three persons are in, and in case the ball or balls should be within it, the striker has the privilege of playing from the other end of the table.

32. The game is divided into two parts, two thirds of the constituted number of points forms the first, when one person is out; and the remaining two play on to the full quota.

33. The person whose hand is out at the time the first part of the game is won, must play, and strike first, with the winner's ball.

### RULES ESPECIALLY CONCERNING A FOUR HANDED MATCH.

34. During a rubber the parties must indiscriminately follow the rule of rotation.

35. Each party has the privilege of consulting with, and directing his partner in any thing concerning the game.

36. If a person makes two misses without an intermediate hazard *made by himself*, or *lost by his opponent* his hand is out.

The rule commonly followed now is, that, a hazard made by either party, between two misses, prevents a hand from being out. It is very evident that nothing more was intended by this rule, than to stimulate the player to exert himself, or to deprive him of his term of playing for a supposed demerit, and from this position we conclude, that, this rule has been taken in too general a point of view; and that by it was meant, that the person himself, who made the two misses, should make an intermediate hazard, in order to continue his privilege of playing; as there is certainly no merit to be attributed to him for his opponent's success.

### THE ENGLISH GAME.

1. This game, generally called the American game, is played with one red and two white balls, and 21 points constitute the game.

2. The red ball is invariably placed on a spot made for the purpose, as also the white; from whence the striker must indiscriminately play whenever his ball is off the table.

3. Whenever two balls are holed, the *is* must be placed on its original spot.

4. No person has a right to play at the red ball the next stroke after it is holed.

5. If the striker after holing the red ball plays at it a second time, and misses the white, he loses one point, and the red ball remains.

6. If the striker forces the red ball over the cushion without his own, it is not considered as holed, and his opponent may play at which he pleases.

7. If the striker after holing the white ball forces the red over the cushion, his own must remain where it is; and his opponent has the privilege of playing at which he pleases.

8. In case one of the white balls being off the table, one of the other or both should be so near the spot from whence the striker is to play, as to prevent him from placing his own; the marker must remove them and replace them immediately after the striker has started his own ball.

9. In a four-handed match every white ball holed is a hand out.

10. The striker must invariably strike the ball he plays at first, otherwise he cannot count.

### WINNINGS.

11. Holing the white ball	2
12. do. red	3
13. Holing the white and red balls	5
14. Making a carrom or touching both balls with your own	2
15. Making a carrom, and holing the white ball	4
16. Making a carrom, and holing the red ball	5
17. Making a carrom, and holing the white and red balls	7

### LOSINGS.

18. Missing the white ball	1
19. do. red	2
20. Playing at the white, missing it, and holing your own ball	3

- |   |    |
|---|----|
| 21. Playing at the red, missing it, and holing your own ball                    | 5. |
| 22. Holing your own off the white ball  | 2. |
| 23. do. red   | 3. |
| 24. Playing on the white, holing it, and your own ball                          | 4. |
| 25. do. red do.   | 5. |
| 26. Holing the three balls  | 7. |
| 27. Playing on the white, making a carrom, and holing your own ball             | 4. |
| 28. Playing on the red, making a carrom, and holing your own ball               | 5. |
| 29. Playing on the white, making a carrom, and holing the two white balls       | 6. |
| 30. Playing on the white, making a carrom, and holing the red and your own ball | 7. |
| 31. Playing on the red, making a carrom, and holing the two white balls         | 7. |
| 32. Playing on the red, making a carrom, and holing the red and your own ball   | 7. |
| 33. Playing at either, making a carrom, and holing all the balls                | 9. |

*For the remaining rules, see the preliminary articles.*

### THE FRENCH FOLLOWING GAME.

In the original French three-ball game, from which this has its derivation, each player had only one stroke alternately during the game, but in this the striker has the prerogative of pursuing his success without interruption, and it is therefore styled the following game.

1. This game is played with one red and two white balls, and 24 points constitute the game.

2. The red ball is placed on a spot made for the purpose and the white on any part of the upper line, provided the centre of the ball be on it.

3. The striker has the privilege of playing at the red ball as often as he pleases.

4. In no instance, is a ball to be taken up in this game.

5. If after the red and white balls are off the table, the striker's should remain on the spot appropriated for the red, he must remove it, loses nothing, the red ball is put up, and his opponent must play.



6. In a four-handed match, every ball holed is a hand out.

7. The winnings in this game are precisely similar to those in the English game; but there is no necessity for touching the played-at ball first, in order to count.

### LOSINGS.

8. Missing both balls	1
9. Missing both balls and holing your own	3
10. Holing your own off the white ball	2
11. do. red	3
12. Holing both white balls	2
13. Holing the red and your own ball	3
14. Holing the three balls	5
15. Playing at either, making a carrom, and holing your own ball	2
16. Playing at either, making a carrom, and holing the two white balls	4
17. Playing at either, making a carrom, holing the red, and your own ball	5
18. Playing at either, making a carrom, and holing the three balls	7

*For the remaining rules, see the preliminary articles.*

### THE WINNING AND LOSING GAME.

That preponderance which forms the peculiar characteristic of the preceding games is in this almost entirely overlooked, the winnings and losings counting chiefly for the accomplishment of either: and skill is not of such material consequence, provided, the striker be endowed with a large portion of muscular strength; for in battering away at the balls without mercy, they will, to escape the fury of his vengeful arm, cross the table again and again, until they find a hole for a transient shelter.

1. This game is generally played with three balls, one red and two white, and 30 points constitute the game.

2. The red ball is invariably placed at the distance of nine inches from the lower cushion in the middle of the table's breadth.

3. A semicircle must be drawn from the middle of the

line at the upper end of the table, of about 18 inches in diameter, parallel with the line of the stringing nails, from within where, the striker must invariably play, whenever his ball is off the table.

4. In a four-handed match every hazard made is a hand out. A person holing himself in this game makes a hazard.

5. If the striker forces either, or both balls over the cushion, it counts nothing.

6. If the striker forces his own ball over the cushion, he loses in no instance more than two or three points, according to which ball he played on.

7. If the striker forces either or both balls over the cushion and holes his own, he gains two or three points, he also counts for either of the other balls holed or a carrom made by the same stroke.

*For the further rules, see the 3d, 4th, and 5th articles of the French following Game.*

### WINNINGS.

8. Holing the white ball.	2.
9. do. red	3.
10. Holing the white and red	5.
11. Holing your own off the white ball	2.
12. Holing your own off the red ball	3.
13. Playing on the white holing it and your own ball	4.
14. Playing on the red holing the white and your own ball	5.
15. Playing on the white holing the red and your own ball	5.
16. Playing on the red holing it and your own ball	6.
17. Playing on the white and holing the three balls	7.
18. Playing on the red and holing the three balls	8.
19. Making a carrom or touching both balls with your own	2.
20. Making a carrom, and holing the white ball	4.
21. Making a carrom, and holing the red ball	5.
22. Making a carrom, and holing the white and red balls	7.

23. Playing on the white making a carrom, and holding your own ball 4.
24. Playing on the red, making a carrom, and holding your own ball 5.
25. Playing on the white, making a carrom, and holding the two white balls 6.
26. Playing on the red making a carrom, and holding the two white balls 7.
27. Playing on the white, making a carrom, and holding the white and red balls 7.
28. Playing on the red, making a carrom, and holding the red and your own ball 8.
29. Playing on the white, making a carrom, and holding the three balls 9.
30. Playing on the red, making a carrom, and holding the three balls 10.

## LOSINGS.

31. Missing all the balls 1.
32. Missing all the balls, and holding your own or forcing it over the cushion 3.

*For the remaining rules, see the preliminary articles: excepting the 19th and 20th.*

## THE REVOLUTION, OR FOUR-BALL GAME.

This is very properly styled the Revolution game, it being subject to as many different vicissitudes as that monster of changes is susceptible of.

1. This game is played with two red and two white balls, and 31 points constitute the game.

2. The two red balls are placed at each end of the table, in the middle of each line, and the striker may place his ball on any part of the upper line, provided the centre of the ball be on it.

3. The striker must lead his ball beyond the lower red, and his opponent must play at it.

4. If the leader's ball should repass the lower red ball, it must remain, and his opponent must play at it.

5. If the leader moves a red ball the first stroke, it must be replaced, and his ball remains, as also in case his

opponent moves a red ball without previously touching the white.

6. In a four-handed match every ball holed is a hand out.

*For the further rules, see the 3d and 4th article of the French following game.*

WINNINGS.

7. Holing the white ball	2.
8. Holing a red ball	3.
9. Holing the white and a red ball	5.
10. Holing the two red balls	6.
11. Holing the three balls	8.
12. Making a carrom on the white, and a red ball	2.
13. Making a carrom on the two red balls	3.
14. Making a carrom on all the balls	5.
15. Making a carrom on the white and a red ball, and holing the white	4.
16. Making a carrom on the white and a red ball, and holing a red	5.
17. Making a carrom on the two red balls, and hol- ing the white	5.
18. Making a carrom on the two red balls, and hol- ing a red	6.
19. Making a carrom on all the balls, and holing the white	7.
20. Making a carrom on all the balls, and holing a red	8.
21. Making a carrom on the white and a red ball, and holing both	7.
22. Making a carrom on the white and a red, and holing the two red balls	8.
23. Making a carrom on the two red balls, and hol- ing both	9.
24. Making a carrom on all the balls, and holing the white and a red	10.
25. Making a carrom on all the balls, and holing the two red	11.
26. Making a carrom on all the balls, and holing them	13.

## LOSINGS.

- |   |    |
|---|----|
| 27. Missing all the balls                     | 1. |
| 28. Missing all the balls and holing your own | 3. |
| 29. Holing your own off the white ball        | 2. |
| 30. Holing your own off a red ball            | 3. |

In every other case, a person holing himself loses as many points as he would have gained by the same stroke, but we think it proper to observe this circumstance that, the striker in making a carreen on a red and the white ball, and holes his own; only loses two points notwithstanding he struck the red ball first.

*For the remaining rules, see the preliminary articles.*

## THE GAME OF POOL.

The system of this game is very imperfect, and the most scrutinizing rules that can be composed for it, will be found inefficient towards producing that criterion, by which a gamester can be prevented from taking those advantages, so peculiar to his character.

1. This game is played by an indefinite number of persons, who each have their several balls, but any number exceeding twelve causes a confusion.

2. The balls are numbered from 1, 2, &c. to the full number of players: and after being altogether put into a pocket, are to be impartially distributed by the marker to each person.

3. If after distributing the balls, there should be found one or more numbers deficient, they must all be put into the pocket again, and all wagers laid on them are void.

4. A semicircle must be drawn as in the winning and losing game from within where the striker must invariably play whenever his ball is in hand.

5. The game is generally played with tickets or an equivalent, for a certain sum of money, the number marked is to pay to his opponent for every instance.

6. After every person has his ball, number 1 must lead his ball beyond the middle pocket, and has three strokes without being marked in case he holes himself.

7. Number 2 must play at number 1, and in case he holes him, number 1 must pay him a ticket, and is marked once. Number 2 then takes up his ball, and must lead as in the preceding article, and the following numbers play on in rotation.

8. He who is marked four times is out.

9. Each person generally contributes a certain sum, and he who keeps the longest from being marked four times, is entitled to all.

10. The striker must invariably play at the nearest ball to him without the balk, but in case there are none outside, then at the nearest within it.

12. In case all the balls should be within the balk and the striker's in hand he must lead as is stated in the 6th article.

13. If a ball is played at which is not the nearest the stroke is good, but every player has a right to measure previous to it.

14. He who plays with the wrong ball is marked once, takes up his own ball, and pays a ticket to the ball he played at, the ball he played with is put into the balk; and if either has been holed by the same stroke, it counts nothing against them.

15. He who misses the played-at ball is marked once, pays a ticket to the ball he missed and takes up his own.

16. If the striker in missing the played-at ball brings a ball out of the balk, it must be replaced.

17. There is no foul stroke in this game.

18. He that misses the played-at ball a going and touches it in returning loses nothing.

19. If the ball to be played at is without the balk, and the striker's within it masked by one or more of the others; the marker must remove the masking balls, and replace them immediately after the stroke.

20. Any person playing before his turn, without being directed to do so by either of the players, must be marked once, take up his ball, and pay a ticket to the number he played at.

21. If the striker forces either of the other balls over the cushion, it counts nothing.

The original rule is, that, a ball forced over the cushion, shall be marked once: but this rule was instituted by cue-players, by whom, in certain positions, it is easily accomplished, and the deficiency of the mace-player in this point was never brought into view: so that in adhering to this custom, we shall continue to give the cue-player an unequalized advantage, and therefore we thought proper to deviate from it.

*For the remaining rules, see the 4th, 5th, 6th, 7th, 10th, 16th, 22d, 23d, 24th, 26th, 27th of the preliminary articles.*

FINIS.















✓  
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